

EAST INDIA COMPANY™

PRIMA Official Game Guide

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Bryan Stratton is a nine-year Prima veteran. He has more than 60 strategy guides to his credit, including guides for *Spore*, *Mass Effect*, *Mirror's Edge*, *Lord of the Rings: Battle for Middle-Earth*, *Doom 3*, *The Legend of Zelda: The Wind Waker*, *Super Mario Sunshine*, and several games in the *Myst* and *World Wrestling Entertainment* game series. In his time at Prima, he has worked with some of the industry's biggest names, including Nintendo, Microsoft, Sony, Electronic Arts, id Software, LucasArts, UbiSoft, Sega, and Atari.

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We want to hear from you! E-mail comments and feedback to bstratton@primagames.com.

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HOW TO USE THIS GUIDE

Thank you for purchasing Prima's Official eGuide to *East India Company*. Every effort has been made to provide you with all of the information you'll need to sail the high seas, earn a fortune in trade, and fend off the alliances—and gunships—of your adversaries. Every ship, cargo type, and game mode is covered in exhaustive detail, so rely on it as your best preparation for the ultimate capitalist adventure!

Links

One of the major advantages of a Prima eGuide is its use of hotlinks that can instantly take you to related sections of the guide, even if they're separated by dozens of pages. For example, on any page, you can click the chapter tabs on the borders of the page to jump instantly to that section of the guide.

GUIDE OVERVIEW

In addition to this introductory chapter, there are four main sections to this guide:

Training



Before you christen your first ship or load your first ton of cargo, you've got a lot to learn about the duties of a Governor General of an East India Company, and the massive Training section of this guide explains every one of them in exacting detail. From trading to combat to diplomacy, anything that you can—or must—do to be successful in *East India Company* is covered here.

Single-player Modes



East India Company offers four different Campaign modes, spanning decades of your company's history. There's also a pair of Battle modes that you can jump into for some quick ship-to-ship combat, without having to worry about trading or diplomacy. This section of the guide takes you through each single-player mode, with detailed explanations of the primary and secondary goals of each, as well as the options available to you.

Multplayer



Before you set sail for the open seas and take on the world in multiplayer combat, you'll want to consult this section of the guide, which explains each of the five multiplayer game types, with strategies for emerging as the victor in each and reducing your enemies to flotsam. It also covers your online multiplayer account options and features, including your account statistics and the ranking ladder.

Achievements



Your prowess as a Governor General isn't measured merely by your company's wealth and power but also by the Achievements you earn during your tenure. The final section of this guide lists all these Achievements, along with tips on how to earn them.

TRAINING

BASIC COMMANDS

All the action in *East India Company* takes place in one of three different views: port view, tactical level, and strategic level. Each is used for a specific set of actions, and each has its own unique commands and controls.

Port View

Port view is used to view the details of ports under your control, such as the fleets you have docked there, the ships you can build in that port, and the goods that you have stored and can trade. In port view, you can issue commands to upgrade buildings, assign finished ships to fleets, and sell items in your Warehouse for some quick cash.

At the top of the port view screen is an information bar. From left to right, the information bar provides you with the nationality and name of the port, a globe icon that you can click to return to the strategic level, the clickable Game Info icon, the current month and year, and the amount of wealth in your company's coffers. A ship's wheel icon to the left of the information bar opens the Options menu.



The information bar at the top of the port view screen lists a variety of important information.

Note

While you are in port view, time stands still during the game. You can spend as much time as you like in port without having to worry about missing the deadlines for your active missions.



At the bottom of the screen are headers for the six port menus accessible in port view. You can have up to two menus open at a time. Opening a third closes the first menu that you opened.

Fleets

The Fleets menu shows the fleets (if any) that you currently have in port. From this menu, you can manage your fleets by clicking on the numbered tabs at the top of the menu to view each one. You can view information about the fleet commander and each ship, including its hull and sail health, ammunition, crew, and cargo. For more information on managing fleets, see the “Fleets” section of this chapter.

Shipyards

The Shipyards menu is where you order new ships to be built. Certain ships can be built only after paying a hefty unlocking fee, upgrading your Shipyards, or reaching a certain year in the game. Building ships costs money from your Treasury and requires a certain amount of in-game time. For more information on commissioning ships from the Shipyards menu, see the “Fleets” section of this chapter.

Docks

The Docks menu lists the number of ships currently under construction in the port (“ship queue”), as well as the finished ships that are awaiting assignment to a fleet. From here, you can assign finished ships to a new or existing fleet or cancel the construction of an unfinished ship. For more information about managing your ships in the Docks menu, see the “Fleets” section of this chapter.

Warehouse

The Warehouse menu lets you view the goods you’ve stored in the port’s Warehouse. You can sell goods by dragging them from the Warehouse menu to the Trading Post menu or loading them onto a ship that’s currently part of a fleet. For more information about Warehouse menu options, see the “Trading” section of this guide.

Trading Post

The Trading Post menu shows which trade items are available for purchase in this port. To purchase an item, click and drag it into the cargo hold of one of your ships in the Fleets menu or stash it in your Warehouse via the Warehouse menu. You can sell items in the cargo

hold of a ship or the port’s Warehouse by dragging them into the Trading Post menu. For more information on the Trading Post menu, see the “Trading” section of this chapter.

Townhall

The Townhall menu shows all the structures that you have constructed in the port. Structures can be built, upgraded, or demolished from this menu. For more information on managing buildings via the Townhall menu, see the “Ports” section of this chapter.

Note

*In port view, left-clicking and dragging an item from one menu to another moves a single unit of that item. Right-clicking and dragging the item, or left-clicking and dragging while holding **[Control]** moves 10 units of that item at a time. Clicking both mouse buttons and dragging the item, or left-clicking and dragging while holding **[⇧ Shift]** moves all available units of that item (which means all of the units in stock, all of the units that will fit in the destination, or all of the units you can afford, whichever is the smallest number).*

Strategic Level



Most of the game is spent in the strategic level, which allows you to view the entire world map and all ports, as well as all your ships and any other ships that are within the view range of your fleets and ports.

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The information bar at the top of the strategic level screen is similar to the one found in port view.

There is an information bar at the top of the screen that is similar to the one found in port view. The only difference between the strategic level bar and the port view bar is the hourglass-shaped time scale icon, which replaces the port view's strategic level icon. The + and - buttons next to the time scale icon allow you to set the speed of the game to x0 (paused), x0.5 (half-speed), x1 (normal speed), x2 (double speed), or x4 (quadruple speed).



Note

You can also adjust the time scale with the **+** and **-** buttons on the numeric keypad.



The information bar at the bottom of the strategic level screen shows your commanders and their fleets.

information about the commander or each individual ship, similar to the Fleets menu in the port view.

To select one of your fleets and issue orders to it, either click on the fleet itself or on the portrait of its fleet commander at the bottom of the screen. (Double-click on a commander's portrait to select that commander's fleet and center your view on it.) Selecting a fleet expands the information bar at the bottom of the screen to show icons representing the fleet commander and every ship in the fleet; you can click on these icons to bring up

Five smaller icons to the right of the ship and commander icons represent the orders you can give to the fleet, and the fleet's current orders appear above these icons.



The Compass serves as a mini-map for the entire game world.

In the lower left corner of the strategic level screen is the Compass, which shows a miniature world map, with every port labeled and color coded. Clicking the icons in the upper right corner of the Compass toggles various information on and off. Clicking anywhere inside the Compass jumps the view to that part of the map.



Note

The mouse wheel adjusts the zoom and view angle in the strategic level.



Watch for important messages to appear in the Mailbox over the course of the game.

In the lower right corner of the strategic level screen, you'll find the Mailbox, where important messages appear during the course of the game. Clicking on a message icon opens the message, allowing you to read it (and, in some cases, respond to it). Once a message has been read, it disappears from the Mailbox. Right-clicking a message will delete it immediately without viewing.

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Note

For more information about the various options available in the strategic level, consult the “Trading” section of this chapter.

Tactical Level



Whenever you enter into fleet-to-fleet combat, the screen switches to the tactical level. There are four main sections to the tactical level screen in Real-Time Strategy (RTS) Mode, and a fifth section in Direct Command (DC) Mode.

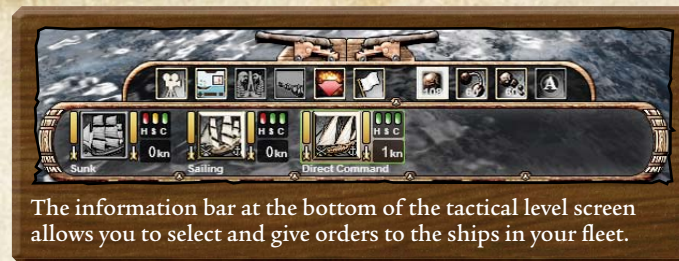
For more information on either of these modes, as

well as expanded information on all aspects of the tactical level, see the “Combat” section of this chapter.



The information bar at the top of the tactical level screen shows the health of the two fleets and toggles between control modes.

At the top of the tactical level screen is an information bar that shows the relative strength of both fleets as blue and red bars. Below the bars are icons that toggle between RTS Mode and DC Mode. The fleur-de-lis icon in the center of the information bar brings up the Stats menu, which shows the status of every ship and commander involved in the battle.



The information bar at the bottom of the tactical level screen allows you to select and give orders to the ships in your fleet.

The information bar at the bottom of the tactical level screen contains icons for each of the ships in your fleet that display the current orders for each vessel; the health of their hulls, sails, and cannons; and the readiness of their cannons. The smaller icons above the ship icons are used to issue orders for the selected ships.

Note

To select a ship, left-click on the ship itself or its icon. To select multiple ships, click and drag a box around them, or hold **Control** and left-click on the icons of each ship.



The Compass shows the arrangement of ships during the battle and can be used to change your view.

In the lower left corner of the tactical level screen is a Compass that shows your fleets' ships as green dots and enemy ships as red dots. Your current field of vision is represented by a white cone, and the wind speed and direction are marked by an icon on the perimeter of the Compass. Information about your fleet commander appears above the Compass.

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Click anywhere on the Compass to jump to that area of the battle. You can also move the field of view by pushing the mouse pointer to the edge of the screen or pressing the arrow keys or **WASD** (hold down **⇧ Shift** while pressing these keys to move faster). To change the angle of the view, click and hold the center mouse button and move the mouse. To zoom in and out, use the scroll wheel.

View information about a single selected ship in the ship info box in the lower right corner of the tactical level screen.

	Lion		Xebec
CARGO			
	430/450		50/50
	450/450		30
	12/12		47/100

When you have a single ship selected in RTS Mode or you are in DC Mode, a ship information box appears in the lower right corner of the tactical level screen that displays the name of the ship; its type; details on the health of its hull, sails, and cannons; the status of its crew and marines; and its morale.



The Battlecam is an invaluable tool for targeting the enemy in DC Mode.

When you are in DC Mode, the Battlecam appears in the upper right corner of the tactical level screen. Click the arrows surrounding the outline of the ship to switch your view to that side of the ship. The Battlecam is used to help line up your shots in DC Mode. The Battlecam is also a good tool to keep an eye on your surroundings.

TRADING

The primary goal of any East India Company is to amass a fortune by trading goods among distant ports. Combat, conquest, and diplomacy are all tools to be used in the service of increasing trade profit margins, but they are not goals in and of themselves. Mastering the intricacies of international trade is vital for success in *East India Company*.

Basic Information

There are six important concepts to be familiar with when undertaking trading actions:

Home Port: Your Home Port is located in the same European country where your East India Company is based. Home Ports have level 4 Trading Posts, Warehouses, and Shipyards that will never be destroyed by fire or other accident, nor can they be downgraded to lower levels to reduce upkeep costs. Home Ports also cannot be attacked, conquered, or destroyed by any means.



Time Scale: As mentioned in the previous section of this chapter, you can adjust the rate at which time passes in the game by adjusting the time scale on the information bar at the top of the strategic level screen. Don't hesitate to slow things down or stop them altogether if you're overwhelmed by the challenge of managing your fleets. Likewise, when everything's running smoothly, crank up the time scale to make the months fly by.



Game Info: Clicking the round icon with your country's flag on it at the top of the strategic level and port view screens opens the Game Info menu, one of the most important menus in the game. From the Game Info menu, you can check the status of your campaign and active goals, view information about the price and values of trade items, engage in diplomacy with other East India Companies, view the relative strengths and weaknesses of your company and your rivals, and examine your most recent Financial Report. The Game Info menu is referenced throughout this training chapter, so expect get acquainted with it.



Calendar: The calendar icon at the top of the strategic level and port view screens displays the current month and year. Time is an important factor in the game, and you need to pay attention to it and be aware of how long you have to complete your active goals, how close you are to the end of the current year (and the subsequent Financial Report and annual upkeep costs), when you can expect queued ships to be finished, and much more.



Treasury: Also displayed in the information bar at the top of the strategic level and port view screens is your Treasury, which represents your available liquid assets. This number does not include the worth of the goods in your Warehouses or cargo holds, your ships' monetary value, or the value of the ports and buildings that you control. When you purchase ships, trade items or building improvements, or pay your annual upkeep costs, the amount is deducted instantly from your Treasury. Be aware of all your financial obligations so that you don't leave yourself cash-poor.



Options: The ship's wheel in the upper left corner of every screen pauses the game and opens the Pause menu. (You can also achieve the same effect by pressing [Esc]). From here, you can open the Options menu and adjust sound and control options, save or load a game, or exit to the Main Menu or Windows.

Purchasing Cargo

The first step in establishing any trade route is to fill the cargo holds of a fleet with trade items that you can sell at another port for a profit. Start by opening the Fleets menu in a port with a fleet docked in it, select a ship in that fleet by clicking its icon, and then click the Cargo tab to view the ship's cargo hold. You can see the ship's current cargo load (in tons) and its maximum cargo space in the lower right corner of the Fleets menu; the cash value of its cargo in the current port appears in the lower left corner of the menu.



Note

Remember that purchasing a trade item immediately deducts the value of the item from your Treasury. If you decide that you didn't want to purchase that item after all, your only option is to sell it. If you sell it at the same port where you bought it, you will take a loss.

Determining Demand

There's more to just filling up a ship with goods and setting sail, though. A canny Governor General will examine the price of trade items available for purchase in the fleet's current port, as well as the price that they'll fetch in the destination port. There are two valuable tools for determining these vital pieces of information, and both can be found in the Trade Info tab of the Game Info menu.

Home Port Value over Time (Main Trade Items)

Click the Main Trade Items tab on the Trade Info tab of the Game Info menu to bring up charts showing the value of every Main Trade Item (MTI) over a period of time. Click each of the MTI icons along the left side of the menu to view the values for each MTI, and click the 10, 50, and 100 year buttons to see how the value of that MTI has fluctuated over that length of time.



The more units of an MTI that you sell in your Home Port in a year, the faster its value drops. Since this usually doesn't correspond to a decline in the price of the MTI in other ports, that means that selling an MTI in your home port gets less and less profitable if you do it too often. To avoid this, you

can transfer MTIs from your fleets' cargo holds into the Warehouse of your Home Port, which does not lower the value of the MTI over time. However, it also means that you don't earn any money from importing the MTIs until you sell them from your Warehouse.

Current Demand For Export Items

Click the Export Items tab in the Trade Info tab of the Game Info menu to view all the export items in the game. Clicking on each export item's icon brings up a list of its prices and values in every African,

Arabian, and Indian port; the price and value of each export item in your Home Port is listed below the trade item icons. You can only view the values and prices of export items in ports that you are allowed to trade with (i.e., ports you control, neutral ports, or ports belonging to companies you are allied with).



Use this information to help determine your most profitable trade routes. For example, if you want to import Silk, there are three ports you could potentially trade with: Yanam, Vizagapatam, and Calcutta. By viewing the prices that they'll pay for the export items that are available in

your Home Port, you can maximize your profits by choosing the port that will pay the highest price for your export items and establishing a trade route with it.

Profit Margins

Profit is the name of the game when it comes to trade. Not only do you need to make money on every voyage you send your fleets on, you want to make the most amount of money in the shortest time possible. You need to take into account two different but related profit margins in order to be a successful Governor General:

1. **Trade Item Profit:** The most important number to focus on when purchasing trade items is the profit that the item will fetch in your Home Port. Any item that has a green, upward-pointing arrow in the Trading Post menu is a good investment, but the higher the number to the right of it, the better an investment it is. If cost is no object, simply fill your cargo holds with the highest-profit items and start your return voyage. If you're on a budget, purchase cheaper trade items with relatively high profit margins.

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2. **Company Profit:** The fastest fleets in the game are still only capable of making two or three round trips to Indian ports per year of game time. And since each ship, commander, crew member, and marine has an annual upkeep cost, you need to make sure that the fleet is paying for itself and making enough of a profit to cover the annual upkeep costs of the buildings in the ports that you control, as well as the repair and ammunition costs for your ships that see combat. If you're not meeting these base upkeep expenses, you're going to wind up in the downward spiral of deficit spending: You won't be able to import the most valuable trade items, so you'll make smaller profits, so you'll wind up further in debt, so you'll have to invest in even cheaper trade items, etc. And, of course, the more you earn above these base expenses per year, the more ships you can invest in, which increases your income potential.

Don't confuse the cost-to-profit ratio of an item with its absolute profit. At first glance, purchasing Rice for 80£ per ton and making a 50 percent (40£ per ton) profit might seem like a much better deal than purchasing Dyes for 550£ per ton and making a 20 percent (110£ per ton) profit. But if you can afford to purchase the same amount of each, you should always purchase the item that has the higher absolute profit. Although it would be cheaper to purchase 200 tons of Rice (16,000£ total) than 200 tons of Dyes (110,000£ total), you'll only make an 8,000£ profit from shipping the Rice, as opposed to a 22,000£ profit from shipping the Dyes. Remember, your annual upkeep costs remain constant no matter what you're shipping, so always purchase the trade items that will result in the most profit, not the highest percentage profit.

Maximizing Cargo Space

Each ship has a certain amount of cargo space, measured in tons. Most trade items are purchased by the ton, so it's not hard to figure out how many units of a trade item you can fit in a ship's cargo hold. In a best-case scenario, you want to maximize the value of each ton of cargo space by filling it with a trade item that has the highest profit margin at your next destination; this is almost always the Main Trade Item that is

available for purchase or the most expensive export item in your Home Port. But there are a couple of complicating factors that can prevent you from being able to do this:

- **Trade Item Cost:** Sometimes you simply can't afford to fill your cargo holds with the highest-profit items in a port's Trading Post. If that's the case, you should either purchase cheaper trade items that still have a healthy profit margin, or—if you have a fleet that's just about to dock in your Home Port and unload a bunch of MTIs for a huge payday—wait until you can afford to purchase better trade items. But don't wait more than one in-game month for your ship to come in. A fleet that sits in port costs just as much annually as a fleet that's setting sail for home with a cargo hold full of Stone, and at least the Stone will make a very small, marginal profit and help defray your upkeep costs.
- **Marines:** On ships that can carry marines, each marine occupies one ton of cargo space. That's not to say that you're hiring 2,000-pound marines, just that their living space occupies the same area that would be taken up by one ton of cargo. If you're planning on entering into a great deal of combat, or if your ships are routinely coming under attack by pirates or rival companies, marines can make the difference between winning and losing a battle (and the cargo carried on the ships fighting in it). Your need for marines fluctuates over the course of your campaign, but a good rule of thumb is to devote no more than 10 percent of your cargo space to marines unless you find yourself in need of more firepower.

Cargo Types

There are three types of trade items that you can purchase and add to your ships' cargo holds: Main Trade Items (MTIs), export items, and generic trade items.

Note

If a trade item is measured in tons, each unit takes up one ton of cargo space. If a trade item is measured in kilograms (kg) or carats, it effectively takes up no cargo space, and a ship can carry as much of it as you can afford to buy.

Main Trade Items

Main Trade Items are the most valuable and highly prized trade items in the game. They are sold in Indian, African, and Arabian ports. Each port offers no more than one MTI, and some offer none at all. Importing a certain amount of an MTI is usually a primary or secondary campaign goal, and the more valuable an MTI is, the more important the port(s) that offer it for sale.

Main Trade Items

ICON	NAME	PORT(S) AVAILABLE	UNIT WEIGHT
	Coffee	Jeddah, Mocha	Ton
	Diamonds	Benguela, Cape Town, Natal	Carat
	Exotic Furs	Mogadishu, Mozambique, Zanzibar	Ton
	Gold	Accra, Luanda	Kilogram
	Ivory	Abidjan, Tabou	Ton
	Porcelain	Aceh, Port Blair	Ton
	Silk	Calcutta, Vizagapatam	Ton
	Spices	Bombay, Goa, Surat	Ton
	Tea	Cochin, Madras, Masulipatam	Ton

Export Items

Your Home Port is the only place you can buy export items, and only export items are available for sale at your Home Port's Trading Post. While they are not generally as valuable as MTIs, all ports that sell

MTIs will pay more for export items than their purchase price in your Home Port, ensuring that you will make a profit no matter where you sell them. Use the Trade Info tab on the Game Info menu to determine which ports will give you the best price for export items.

Note

Iron Wares are a more valuable export item than their profit margin might imply. Although you won't get rich by trading them, they are an essential component for upgrading most port buildings, so keep a supply of them in the Warehouses of the ports you control. After all, if you wind up squeezed for cash or need to make room in that port's Warehouse, you can always sell them instantly at the Trading Post.

Export Items

ICON	NAME	UNIT WEIGHT
	Coal	Ton
	Iron	Ton
	Iron Wares	Ton
	Silver	Ton
	Silverware	Kilogram
	Steel	Ton
	Steelware	Ton
	Sugar	Ton
	Tobacco	Ton
	Weapons	Ton
	Wool Fabrics	Ton

Generic Trade Items

When you can't afford to purchase Main Trade Items or when you've bought out a port's entire stock of MTIs, you'll have to turn to generic trade items to fill up your ships' cargo holds. Although they don't command the sky-high profits of MTIs, you can usually turn some profit from them by importing them back to your Home Port—just be sure not to buy any generic trade items that have a red arrow next to them in the Trading Post, or you'll take a loss on the deal.

Generic Trade Items		
ICON	NAME	UNIT WEIGHT
	Bronze	Ton
	Dyes	Ton
	Jewellery	Kilogram
	Leather	Ton
	Luxury Items	Ton
	Rice	Ton
	Saltpetre	Ton
	Stone	Ton
	Precious Stones	Kilogram
	Tar	Ton
	Textiles	Ton
	Wood	Ton

Sailing to a Destination

After filling your fleet's cargo hulls with the trade items you plan to export, the next step is to get them to their destination. If all goes well, it's just a matter of a long and uneventful voyage at sea. But hostile companies' ships, pirates, and natural disasters can complicate your journey.

Navigation

Navigation in *East India Company* is extremely straightforward, but there are a few factors that you need to be aware of.



Setting a Destination

To order a fleet to sail to a port, simply highlight the fleet by left-clicking on its flagship or commander's portrait, and then right-click on the port you want it to sail to. As long as the fleet is selected, a green dotted line appears on the world map to indicate its route.

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Red dotted lines indicate that the fleet is attacking a port.
Purple dotted lines indicate an automatic trade route between two ports. Orange dotted lines indicate a patrol route.



Dropping Anchor

If you decide that you want to order your fleet to stop for any reason—perhaps because its route takes it directly into hostile territory, or because you want to give another one of your fleets a chance to catch up to it and protect it—simply click the anchor icon on the bottom information bar to order the selected ship to drop anchor and come to an immediate stop. This also clears the fleet of all orders.

AI Behaviour

You can set the way the selected fleet behaves when you are not giving it orders by left-clicking the AI Behaviour button on the right side of the bottom information bar. Each click cycles through one of four possible settings: cautious (blue), neutral (green), hostile (yellow) or aggressive (red).

AI Behaviour

ICON	BEHAVIOR	DESCRIPTION
	Cautious	The fleet goes out of its way to avoid all foreign and hostile fleets; the fleet also moves more slowly than usual.
	Neutral	The fleet does not actively avoid or engage any other fleets in battle and moves at normal speed.
	Hostile	The fleet actively engages pirates and the fleets of companies you are at war with.
	Aggressive	The fleet aggressively pursues and attacks all other fleets, including pirates.



View Range

Every fleet and port you control has a faint blue circle surrounding it. This represents the fleet's or port's view range. You can only see fleets belonging to other companies (as well as pirate fleets) when they pass through these view range circles. You can toggle view ranges on or off by clicking the View Range button on the Compass (see the following sidebar).

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Tip

As your fleets' crews level up their navigation experience, the view range of their fleet increases as well. You can further improve a fleet's view range by choosing the Eagle Eyes skill for a fleet commander who levels up.



Compass

The Compass is located in the bottom left corner of the screen in the strategic level and functions as a mini-map for the entire world map. Three icons in the upper left corner of the Compass toggle the visibility of the ports and Main Trade Items in the Compass, as well as the visibility of the view ranges of your ships and ports.

Every port is represented by a colored dot:

- Green dots are ports that you control or are controlled by a company that you have an alliance with; you can enter these ports and trade in them, as well as resupply in them.
- Yellow dots are ports that are controlled by companies that you have a pact with; you can't trade in these ports, but you can resupply in them.
- Red dots are ports that are controlled by hostile companies or pirates; you can't trade or resupply in them.
- Gray dots are neutral ports that are not controlled by any companies or pirates; you can trade and resupply in them.

Regions where a particular Main Trade Item is available are indicated by colored sections of the Compass map and an MTI icon nearby. For instance, the only ports where you can trade for Gold are on the west coast of Africa, and they are enclosed in a yellow patch on the Compass map.



The color of the line in the Compass map represents the selected fleet's orders.

To instantly jump to another section of the world map, click anywhere on the Compass map, and the view will center on that location.

If you select a fleet, you can view its current route on the Compass map. The line indicates its destination, and the color of the line corresponds to the orders it is acting on (green: one-way voyage; purple: automatic trade route; red: attack).

Resupplying

Fleets can only travel for a certain distance before they must resupply at a neutral or friendly port. If you zoom out far enough from a selected fleet, you can see the large white circumference that represents the maximum distance that the fleet can travel with its current supplies. As the fleet sails, that circle shrinks.



with, or neutral ports that are not controlled by a hostile company or pirates.

You don't have to manually order your fleets to resupply. The AI will automatically plot resupply stops along your current route, marked with green buoys. Resupplying costs nothing, but you can only do it at ports that you control, ports controlled by companies that you have a pact or alliance

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Caution

If you allow other companies to take over too many ports, you'll be at the mercy of your diplomatic relations with them when it comes to resupplying. Keep an eye on who owns which ports, and don't let too many of them in one part of the world fall into the hands of your rivals. Likewise, if you control too many ports in one specific region, you might invite hostility from companies who don't want you controlling their resupply stops.

Note

If a fleet cannot resupply before it reaches the limit of its fleet range, the fleet's speed drops dramatically until it can resupply at a port.

Defending the Fleet

Pirate attacks are a constant threat to vessels laden with valuable goods. As your company rises in power and prominence, you also have to watch out for hostile companies' warships as they set their sights on you and attempt to eliminate the competition. Ship-to-ship combat

is covered in the "Combat" section of this chapter, but it essentially comes down to fighting or fleeing.

Fighting

If you're going to fight those who sail against you, go into the battle prepared for an overwhelming victory. A narrow win can still seem like a loss if you lose ships and the cargo that they contain. Having marines on board heavily armed vessels helps to ensure a decisive win. Surrendering ships before they suffer critical hull damage keeps them from sinking to the bottom of the briny blue, but it also removes them from the battle altogether.

Fleeing

Lightly armed ships are often quite fast, so even if you set their AI Behaviour to cautious, their natural speed will offset the speed penalty of their AI and still leave them sprightly enough to outrun hostile vessels. If you wind up in battle, order your ships to sail directly away from the enemy fleet and click the button on the bottom information bar to activate flee mode, which allows any ship that puts enough distance between it and the enemy to escape from the battle.

Unloading Cargo

Once you reach your destination port, you have two options for the cargo in your ships' hulls: You can either sell it at the Trading Post or store it at the port's Warehouse.

Selling at the Trading Post

To sell cargo at the port's Trading Post, open up the Fleets menu and Trading Post menus in the port view. Select each individual ship in the fleet by clicking its icon in the Fleets menu, and then drag its cargo into the Trading Post menu. (Remember to hold down **[Shift]** when dragging to quickly move all units of an item from the cargo hold to the Trading Post.) The sale price of the item is automatically calculated and instantly deposited into your Treasury as soon as you finish dragging the trade item. You can sell as many units of a trade item as you want in the Trading Post.



Caution

Before you sell a trade item, be sure that it has a green arrow next to it in the Fleets menu, indicating that you will make a profit on it in this port. If it has a red arrow, you'll take a net loss on the trade (it will add some money to your Treasury; just not more than it cost to buy the item), so find somewhere else to peddle your wares if this is the case.

Storing in the Warehouse

If you don't want to sell the trade items right away, you can store them in the port's Warehouse instead, if it has one. This is a good tactic for maximizing the profit potential of Main Trade Items that you've imported a lot of into your Home Port, which depresses their value. To store items in the Warehouse, open the Fleets menu and Warehouse menu and use the same steps to store cargo in the Warehouse as you would use to sell them at the Trading Post.



Unlike the Trading Post, the Warehouse has a limit on how many tons of items you can transfer into it, just like the cargo hold of a ship. The total cargo space is represented by a pair of numbers in the bottom right corner of the Warehouse menu. The first number is the current tonnage stored in the Warehouse, and the second number is the Warehouse's total capacity. To increase the Warehouse's total storage space, upgrade the Warehouse from the Townhall menu.

Note

Regardless of which option you choose, double-check to make sure that you've cleared out all the cargo from all your ships' holds before you purchase trade items for the return trip. Remember that trade items purchased at a port can only be sold at a loss in that port, so don't sail back home with cargo you forgot to sell!

Automatic Trading Routes

Once your global trading empire truly begins to flourish, it's almost impossible to micro-manage every single fleet's imports and exports. Fortunately, you can create automatic trading routes (ATRs) to automate your imports and exports.

Creating an Automatic Trading Route

To create an ATR, simply select any trading fleet, left-click the ATR icon on the lower information bar, and then right-click on the port that you want to create an ATR with. A purple dotted line appears on the world map to indicate that the fleet is now on an ATR between your Home Port and the port that you selected when ordering the ATR.

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The fleet will travel to that port, sell everything in its cargo hold, purchase the highest-value cargo it can afford (specifically, Main Trade Items in ports that have them), and then sail back to its port of origin to continue the cycle. If a fleet can't afford MTIs or other high-ticket trade items,

it will purchase whatever it can afford. This can lead to diminishing returns because low-cost trade items result in low profits, which result in less cash in the Treasury to purchase the next round of trade items. Be sure to check in with your ATR fleets occasionally and see what they're buying and selling.

Canceling an Automatic Trading Route

To cancel an ATR, simply select the fleet and click the anchor icon on the lower information bar to order it to come to a full stop. This clears the ATR order and allows you to give the fleet new orders. You can also select the fleet and right-click on a port to order it to go to that port and cancel the ATR, or you can order it to attack another port or fleet, which also cancels the ATR.

Trading Tips

- Never, ever let a fleet sail with empty cargo holds, and don't let them sit in port, either. Even if you can only afford to fill them with cheap, generic trade items, that's better than nothing. Remember, you pay the same upkeep cost for every ship, crew member, and marine whether they're sitting in a dock or sailing the seas, so you might as well have them making a tiny profit rather than no cash at all.
- If you find yourself chronically short of cash, consider selling a fleet or two, or dealing a strategically unimportant port to a friendly rival for cash, goods, or other favors. Having a plethora of ships and ports under your command is only advantageous if they help you generate more of a profit than their annual upkeep costs.
- Generally speaking, the most expensive trade goods in a port will fetch the highest profit at another port, and the further apart the ports are, the higher the profit margin will be. But this is not always the case—pay attention to the costs and values of trade items in the Trade Info tab of the Game Info menu to figure out which items generate the highest profit from the lowest initial purchase price.
- Some trade items (like Jewellery and Precious Stones) are measured in kilograms (kg), not tons, and they effectively take up no space in a ship's cargo hold. If you can afford them and if they're worth more in your destination port than their purchase price, you should always purchase as many as you can in order to boost your profit margin from the journey.
- If you have to import a large quantity of a specific Main Trade Item to fulfill a primary campaign goal, consider storing the items in your Home Port Warehouse, rather than constantly selling them at the Trading Post. Remember, the more of a certain MTI you sell, the faster its Home Port value drops over time. If you store a vast quantity in your Warehouse and sell it all just before the time limit for the goal expires, you can fetch the maximum value and complete the campaign goal in one fell swoop.

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When importing MTIs that you don't plan to sell right away, balance your fleets' cargo between MTIs and high-profit generic trade items. This helps ensure that you'll still be able to cover the cost of the voyage by having something to sell when you return to your Home Port, since you won't be turning an immediate profit by storing MTIs in your Warehouse.

After selling export items at a port that offers an MTI, check the Trade Info tab of the Game Info menu to see which ports are offering the lowest prices on that MTI. Although you never want to sail with an empty cargo hold, a very quick jaunt to a nearby port is well worth it if it means you can save a few thousand on the purchase price of the MTI.

Likewise, when trading with ports on the east coast of Africa, it might be worth your time to sell your export items at western Indian ports, where they will fetch a higher price, and then sail to Africa with your profits to purchase some Diamonds or Exotic Furs. Generally speaking, Arabian ports will pay 10-20 percent more for export items than African ports, and Indian ports will pay 10-20 percent more than Arabian ports.

Always leave a generous cash cushion in your Treasury for unplanned expenses, like a fire that destroys buildings in one of your ports or a typhoon that sinks some of your ships. It's much better to make slow, steady progress toward amassing a fortune than to overextend yourself and wind up with fleets docked in ports and be unable to afford to purchase cargo for them.

Make good use of the time scale command. If you are manually managing your trade routes, reduce the time scale to 0 as soon as one of your fleets reaches port (you can press **P** to instantly toggle between pausing the game and resuming at the previous time scale), or whenever you need to take a few minutes to plan your next moves.

The purchase price of a trade item is determined by the quantity available in a port's Trading Post. If a port has hundreds of tons of a trade item for sale, that's your indication that it's a great deal. If you have the cash, it's worth filling your cargo holds with MTIs that are "on sale," and then buying more to store in the port's Warehouse so that you take full advantage of the discounted price.

The value of a trade item in a port is determined in part by the distance between that port and the nearest port that produces that specific trade item. The farther apart they are, the more the item is worth. Don't try to sell items in a port that also offers them for sale; you will take a loss every single time.

Want to improve your profit margins without building more fleets? Upgrade the Trading Posts of ports that you control and trade with frequently (being mindful of the increased upkeep costs that come with the improvements), and assign trading skills like Organizer, Hagglor, and Salesman to your fleet commanders when they level up.

Automatic trading routes can be a huge time-saver, but they can also wreck your finances if you don't keep a generous cash cushion in your Treasury to cover the purchases of export items and Main Trade Items. A good rule of thumb is to have 200,000£ on hand at all times per ATR.

If you find your profits dropping after setting up a number of ATRs, it's probably because their timing is off, and those fleets are short of cash when it's time for them to sell their export items and purchase MTIs, which causes them to purchase cheaper and less profitable generic trade items. If this happens, cancel the ATRs and manually micro-manage your trading until you've rebuilt your cash cushion.

Remember that fleets on ATRs will always sell the MTIs that they import into your Home Port; they will not store them in the Warehouse. This depresses the value of those MTIs over time, so keep a close eye on the value of those MTIs and reassign the ATR fleets to purchase different MTIs if your profits start to suffer.

Financial Report

At the end of every year of game time, you get a Financial Report that details your income and expenses for the preceding year, broken down by category. The Financial Report is an invaluable tool for figuring out how your East India Company is faring in the take-no-prisoners world of international trade. Each Financial Report shows your credits and debits for the year that just concluded, as well as the previous year's figures and an all-time balance sheet that dates back to the start of your campaign.

	1643	1642	All Time
Income			
Goods sold	676793	447653	22182186
Ships sold	0	0	7500
Mission rewards	0	0	379000
Captured ports	140761	0	319976
Diplomatic actions	0	167881	1368892
Other incomes	0	0	22140
Expenses			
Goods bought	-486125	-560537	-18883333
Ships bought	0	0	-2400000
Buildings bought	0	0	-1009000
Mission sanctions	0	0	0
Ports lost	0	0	0
Diplomatic actions	0	0	-593874
Port upgrades	-208000	-172300	-3184000
Ship repairs and armaments	-12366	0	-12366
Commander salaries	-4600	-5130	-160000
Crew salaries	-19330	-22900	-511470
Marine salaries	-8550	-24740	-192480
Other expenses	0	0	0
Total	654853	296112	-51562

Ideally, you want to always show a positive balance in the "Total" field at the bottom of each column, and you want that number to be higher than the previous year's. Of course, unexpected disasters and significant capital investments (like new ships and upgraded buildings) might push you into the red for a calendar year, especially if a shipment of Main Trade Items arrives at your Home Port just after the Financial Report is prepared. But if you consistently find yourself running up deficits or only modest profits, it's time to take a good look at where you can afford to trim your expenses and increase your income.

Note

You can always view the most recent Financial Report by opening the Game Info menu and clicking on the Financial Report tab.

Income

There are six different ways to earn money as Governor General of an East India Company:

- Goods Sold:** Every trade item you sell at a Trading Post counts toward this total, and it includes items sold from the cargo holds of ships or from your ports' Warehouses.
- Ships Sold:** When a ship is docked in a port that you control, you can choose to sell the ship from the Fleets menu. Any money you make from the sale of a ship you no longer need is reflected in this figure.
- Mission Rewards:** Successfully completing a mission often earns you a cash bonus. This field displays the total of all mission completion income you earn.
- Captured Ports:** When you capture a port, you usually seize money and goods as part of the hostile takeover. The money that you earn from capturing ports appears as part of this total; the value of the goods you capture is not.
- Diplomatic Actions:** Some diplomatic activities include an amount of cash paid to you by the other company. If you accept these offers and the cash that comes with them, the cash total appears in this field.
- Other Incomes:** Any other money that you earn over the course of the financial year—from booty claimed by scuttling a ship in battle to random rewards discovered over the course of your voyages—is reflected in this total.

Expenses

It's much easier to spend money than it is to earn it. Keep a watchful eye on your expenses to keep the following debits as low as possible without compromising your ability to grow your company and maintain your holdings.

Purchases

The easiest expenses to control are your purchases. If you're having trouble maintaining a healthy balance in your Treasury, start by cutting back on the following expenses:

- **Goods Bought:** The total price you pay for all trade items is reflected in this total. Because higher-priced trade items tend to generate more profits, this can be a tricky area to cut back on, but you can help to bring the number down by trading low-cost, high-demand Main Trade Items.
- **Ships Bought:** This number includes the total price of all ships purchased. Note that the purchase price of a ship is deducted from your Treasury as soon as you order the ship into production through the Shipyard menu, so it's possible that you'll have to pay for a ship in one calendar year that is not available for use until the following year.
- **Buildings Bought:** All your costs associated with purchasing or upgrading buildings appears in this field. If you're short of funds, hold off on these port improvements unless they are absolutely necessary.

Maintenance and Salaries

Aside from the initial purchase prices of ships and buildings, there are ongoing, annual upkeep costs associated with maintaining your fleets and ports. You cannot lower these costs unless you get rid of some of your assets, which can have an adverse affect on your ability to earn money. Still, the best way to save yourself money over time is to keep these costs low:

- **Port Upkeeps:** Every building in every port you control has an upkeep cost associated with it, and the higher the level of the building, the higher its upkeep cost. To view the buildings that you have in a port and see their upkeep costs, click on each building's icon in the port's Townhall menu.
- **Ship Repairs and Ammunition:** Ships take damage and expend ammunition during every battle they fight, whether you initiate it or not. Not repairing your ships is not a wise decision—saving a couple of thousand pounds by eschewing repairs can lead directly to the loss of a ship worth tens of thousands of pounds. Also, a ship that sails without ammunition cannot return fire in a battle and must flee in order to survive.
- **Commander Salaries:** Every fleet commander has an annual salary that you must pay, and the higher the level of the commander, the higher his salary. You can choose to fire an experienced commander and replace him with a less experienced one to save some cash, but you'll lose out on all the benefits of the commander's veteran status if you do.
- **Crew Salaries:** Every crew member you employ on ships in your fleets has an annual salary, just like their commanders. Crew salaries vary slightly according to the experience level of the crew, but the annual cost for each crew member is approximately 10£. Replace crew members killed in combat by hiring new ones in the Fleets menu in the port view. As long as you have the minimum required crew, you don't have to replace fallen crew members, but sailing short-staffed reduces the speed and general effectiveness of your fleets.
- **Marine Salaries:** If you have marines on your ships, you must pay them an annual salary. Like crew members, the annual salary of marines varies, but it usually comes out to be about 20 to 25£ per marine per year. Marines can be hired and fired from the Fleets menu in the port view as long as you control the port and it has a Garrison of at least level 2.

Miscellaneous Expenses

The following expenses don't fall into a specific category, but they all turn up on your Financial Report at the end of the year:

- Mission Sanctions:** If you fail to complete a mission that you volunteered for within the specified time limit, you suffer a penalty equal to what you would have earned as a reward if you had completed the mission successfully. This amount is deducted immediately from your Treasury and reflected in this section of the Financial Report.
- Ports Lost:** If you lose a port because of a successful conquest by a rival company or an internal upheaval among the native population, you also lose money from your Treasury, and the amount appears in this field.
- Diplomatic Actions:** Money that you pay out during diplomatic negotiations is a debit that shows up on your Financial Report.
- Other Expenses:** This is the general catch-all for any other miscellaneous debits, such as naval accidents that sink your ships or pirate raids on your ports.

Caution

Your annual expenses are deducted from your Treasury as soon as the Financial Report is posted. If you don't have enough cash in your Treasury to cover them, you wind up with a negative figure for your Treasury balance. Until you climb out of the red (by selling the trade items in your ships and Warehouses, selling ports to rival companies, selling ships, etc.), you cannot purchase any additional trade items, ships, or building upgrades, which basically brings your trading empire to a screeching halt. You must immediately rectify this situation before you can try to reestablish your company.

PORTS

There are 41 ports in *East India Company*. Ports can neither be created nor destroyed; they can only be conquered and lost. Their importance cannot be overstated—these are the only places where you can buy and sell trade items, repair and rearm your ships, and resupply your fleets. Mastering port management is a crucial element in the success of your company.

World Map

The world's ports are sorted into four distinct geographical regions: Europe, Africa, Arabia (Middle East), and India. Each has its own unique features and advantages; be sure to familiarize yourself with all of them.









European Ports (Home Ports)



The eight European ports are the Home Ports of the eight East India Companies that compete against each other over the course of the campaign. All Home Ports have level 4 Trading Posts, Warehouses, and Shipyards at the start of the campaign. Home Ports cannot be attacked or conquered, and their buildings can never be damaged or destroyed (although you do have to pay the annual upkeep cost for the buildings every year).

Only a company's own fleets can dock in their Home Port; even if you have an alliance with another company, you cannot enter their Home Port. Home Ports are also the only ports where export items can be purchased.

European Ports (Home Ports)

FLAG	PORT	COUNTRY
	London	Britain
	Gothenburg	Sweden
	Kopenhagen	Denmark
	Bremen	Holy Roman Empire
	Amsterdam	Netherlands
	Marseille	France
	Barcelona	Spain
	Lisbon	Portugal

African Ports



Ten of Africa's 17 ports offer some moderately valuable Main Trade Items for sale: Ivory, Gold, Diamonds, and Exotic Furs. However, the true value of Africa's ports lies in their strategic importance for resupplying your fleets on their way to India. All India-bound fleets must round the Cape of Good Hope at the southern end of Africa, so a fleet that cannot resupply at African ports will find their progress slowed to a crawl. Controlling African ports is an effective strategy for choking off your rivals' trade routes to India—and virtually guarantees that you'll wind up going to war with them.

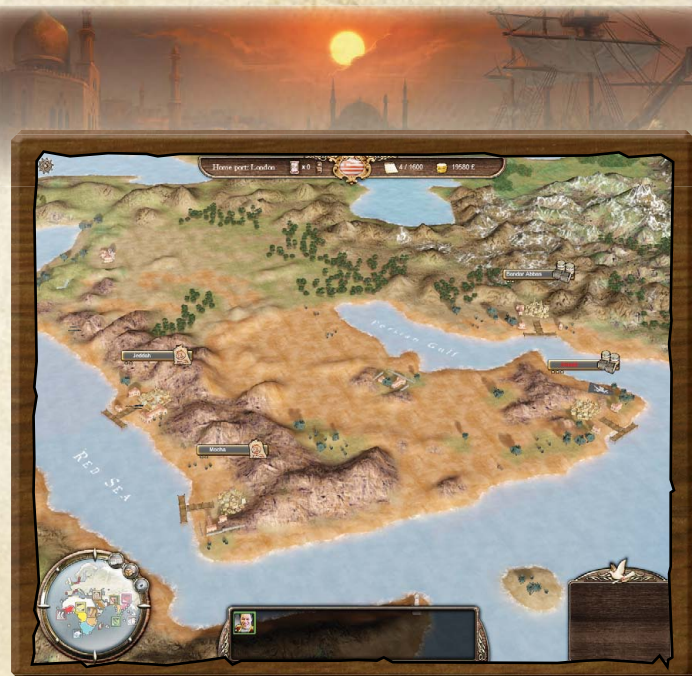
At the start of the campaign, no African port is controlled by any company, although Ifaty and Tamataue are havens for pirates. You can resupply and trade with them as long as they remain neutral. Once a company conquers a port, you can only resupply there if you have

a pact with them, and you can only repair your ships and trade there if you have an alliance with them. You can also attempt to conquer a neutral port yourself and limit access to it to your allies, or you can try to conquer a port that is under the control of another company, which is almost certain to be seen as an act of war.

African Ports

PORT	MAIN TRADE ITEM
Jadida	—
Canaries	—
Cape Verde	—
Tabou	Ivory
Abidjan	Ivory
Accra	Gold
Luanda	Gold
Saint Helen	—
Benguela	Diamonds
Cape Town	Diamonds
Natal	Diamonds
Mozambique	Exotic Furs
Zanzibar	Exotic Furs
Mogadishu	Exotic Furs
Ifaty	—
Tamataue	—
Port Louis	—

Arabian Ports



Located along the shores of the Red Sea and the Persian Gulf, the four Arabian ports are a bit out of the way, but they include the only ports where you can purchase Coffee. Like African ports, most of them are neutral at the start of the campaign and controlled by no company. They are not vital resupply stops, so unless you're specifically looking to start up a Coffee trade route or eradicate the nest of pirates in Alhadd, you should focus on conquering and holding African and Indian ports.

Arabian Ports

PORT	MAIN TRADE ITEM
Jeddah	Coffee
Mocha	Coffee
Alhadd	—
Bandar Abbas	—

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Indian Ports



The 12 Indian ports are the most valuable ports in the campaign. Not only are Indian ports the only source for extremely valuable Main Trade Items like Spices, Tea, and Silk (as well as the less valuable Porcelain), any company that controls all 12 of them for 10 consecutive years automatically wins the campaign, no matter how early into it you are.

Indian Ports

PORT	MAIN TRADE ITEM
Surat	Spices
Bombay	Spices
Goa	Spices
Cochin	Tea
Madras	Tea
Masulipatam	Tea
Yanam	Silk
Vizagapatam	Silk
Calcutta	Silk
Port Blair	Porcelain
Aceh	Porcelain
Matara	—



Port Types

Depending on who controls the port, all ports can be sorted into one of four categories: Home Port, neutral port, allied port, or hostile port.

Home Port



As mentioned previously, your Home Port is your company's base of operations. It has a level 4 Trading Post, Warehouse, and Shipyard, none of which can be damaged or destroyed. Home Ports cannot be attacked or conquered, but if an East India Company is driven out of business, its Home Port disappears from the map, as well. The only fleets that can enter Home Ports are the ones that belong to the same company as the one that owns the Home Port. Home Ports are the only ports that sell export items, which command a high price in foreign ports and help you afford valuable Main Trade Items.

Neutral Port



A neutral port is not under the control of any East India Company or clan of pirates. All companies can resupply and trade at neutral ports, but they cannot repair their ships or construct new ones (because there is no Shipyard). If a company conquers a neutral port, it becomes either an allied port or a hostile port, depending on your relationship with the conquering company.

Allied Port



If a port is controlled by a company that you have a pact with, your fleets can resupply at that port, but they cannot trade there or enter the port view. If you have an alliance with a company, you can resupply and repair your ships at their ports, and you can also trade in their ports and enter the port view when you have a fleet in port. If your diplomatic status changes for the worse, you lose these privileges.

Hostile Port



If a port is controlled by a company that you do not have a pact or alliance with, or if it is controlled by pirates, the port is hostile, and you cannot even resupply your fleets there, much less conduct trade. The names of hostile ports appear in red lettering, indicating that they are closed to your fleets.



Conquering Ports

You can attempt to conquer any port that does not already belong to you, except a rival company's Home Port. To attempt a port conquest, select one of your fleets, left-click Attack Port on the lower information bar, and then right-click on the port you want to attack to send the fleet toward that port.



Before you initiate your attack, however, you should keep a few things in mind when choosing your target:

● **Main Trade Item:** Ports that offer MTIs for sale are more valuable than those that don't. You won't be the only one interested in possessing such a port, especially if all the other ports that offer that item are controlled by other companies. If you're going to take charge of an important port, you'd better be able to afford the defensive upgrades necessary to hold onto it and be willing to park your fleet in port until construction is complete.

- **Location:** Spacing out your port conquests ensures that you will always have reliable resupply options along your trade route. Clustering them together invites attacks from rival companies who don't like the idea of you controlling an entire geographical region (or all of the ports that produce one type of MTI).
- **Diplomatic Status:** If the port that you're attacking is controlled by a rival company, your diplomatic relations will suffer as a result. Be sure not to accidentally sever an alliance or pact that you need in order to resupply your trading vessels, or pick a fight with a much more powerful company.
- **Upgrade Level:** The stars below the name of the port indicate the overall upgrade level of its buildings, including its defensive structures (Fort and Garrison). Ports with one or two stars can be conquered with relatively primitive warships. Ports with four or five stars may require seasoned commanders in charge of multiple fleets of advanced warships in order to crush their defenses.



Once your attacking fleet approaches the port, you see a battle screen that lists your marines, crew, and cannons, as well as the defenses of

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the port. A power balance bar at the bottom of the screen indicates the relative strength of your attackers (blue bar) versus the port's defenders (red bar). The longer bar belongs to the side that is more likely to emerge victorious, but there are no guarantees in battle.



If you decide that you like your odds, click Resolve Attack to instantly simulate the battle. If you win, you take possession of the port, and your fleet sails into it; a post-battle screen shows the damage suffered by the attacking and defending forces. If you lose the battle, your fleet is destroyed and you do not get control of the port; if the port is not controlled by any other company, it temporarily becomes a hostile port that your fleets cannot enter.

Note

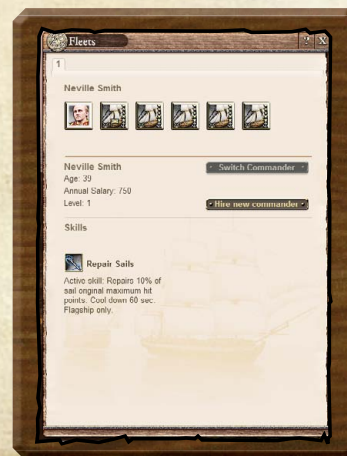
Occasionally, companies will leave fleets docked in port as a defensive measure. If you attempt to attack the port, the fleet sails out to meet you. At this point, you have the option of fighting the fleet or breaking off the attack. Regardless of your decision, you cannot attack the port until you destroy the defending fleet. You can use this same tactic yourself to protect your own vulnerable ports, especially if you've had a sudden diplomatic reversal and an imminent threat of attack.

Port Menus

There are six menus that you can access along the bottom of the screen in the port view. Click on the name of a menu once to open it and a second time to close it. You can have up to two menus open at a time. Opening a third will close the first and leave the second open.

Fleets Menu

The Fleets menu is where you can examine and modify any fleets you have in port. Numbered tabs along the top of the menu allow you to switch between multiple fleets, if more than one is in that port. Portraits of the fleet commander and every ship in the fleet appear just below the numbered tabs.



Click on the fleet commander's portrait to view his age, salary, and level, as well as any skills he might possess. From here, you can choose to switch command of the fleet to another commander whose fleet is in the port with the Switch Commander button, or you can click Hire New Commander to replace the commander with a new one.

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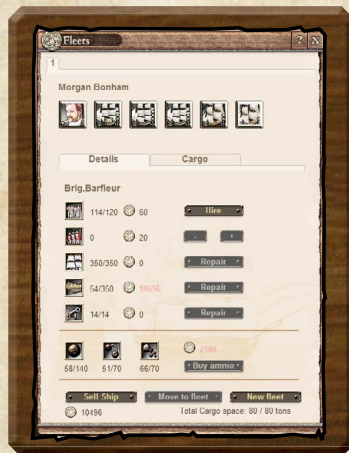
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Clicking on the portraits of the ships in the fleet brings up two new tabs: Details and Cargo. Click the Details tab to view the current number of crew members and marines the ship has, as well as the condition of its sails, hull, and cannons and the amount of ammunition it has. Click the Hire/Repair/Buy Ammo buttons next to each of these stats to restore your ship to pristine condition, at the cost listed to the left of the buttons. You can also click Sell Ship to cash it in for

the value below the button, click Move to Fleet to reassign the ship to another fleet in port, or click New Fleet to create a new fleet and move the ship into it.

Click the Cargo tab to view the trade items in the ship's cargo hold. Drag items from the cargo hold into the Warehouse menu to store them or the Trading Post menu to sell them. You can also move items from the Warehouse into the cargo hold or purchase items from the Trading Post to fill the cargo hold.

Shipyard Menu



The Shipyard menu is used to order the construction of new ships, which appear in the Docks when they are finished. Portraits of the 11 different ships run down the left side of the menu. Click each one to view a description of the ship, its stats, and its cost and construction time. You can also click the filmstrip icon to see a short video of the ship in action.

Not all ships are available for construction at the start of the campaign. Some, like the Brig, Flute, and Xebec, must be unlocked at a cost of tens of thousands of pounds before you can order them. Others, like the East Indiaman, Frigate, and Ship-of-the-Line, are not available until a certain year. And more advanced ships require a Shipyard of sufficient level to build them.

Docks Menu

The Docks menu is where you can manage the ships that are under construction, as well as vessels that have been constructed but not assigned to a fleet yet. Click the Ship Queue tab to view the list of ships being built and see how much longer they'll be under construction. You can click Cancel next to any ship in the queue to halt its production. If you cancel building a ship that is already under way, half



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the purchase price is refunded to your Treasury. If construction hasn't yet started on the ship, you are refunded the full amount.

Click the Finished Ships tab to view all ships that have been completed but not assigned to fleets. If you have a fleet in the port, you can assign a new ship to it by opening the Fleets menu, clicking the numbered tab that represents the destination fleet, and then clicking Move Into Selected Fleet on the Docks menu. If you want the new ship to be the first ship in a new fleet, click Move Into New Fleet. And if you decide that you'd rather not have the ship after all, you can click Sell Ship at the bottom of the menu to sell it for the value listed to the left of the button.

Warehouse Menu



At the bottom of the Warehouse menu is the total value of all items in the Warehouse, if they were all sold at the port's Trading Post. Next to that is the warehouse's storage capacity, in tons. To increase the storage capacity of the Warehouse, upgrade it through the Townhall menu.

Trading Post Menu



All the items available for sale in the port's Trading Post are accessed via the Trading Post menu. Drag the items into the Warehouse or cargo hold of a ship to purchase them for the listed price; the amount is instantly deducted from your Treasury. The Trading Post menu is also used to sell items from the Warehouse or cargo holds; simply drag the items from the Warehouse or Fleets menu into the Trading Post menu to sell them.



Note

Remember that clicking and dragging an item moves one unit of that item. **Control** clicking and dragging moves 10 units, and **Shift** clicking and dragging moves the maximum number of units (determined by available space, amount available, or cash in the Treasury).

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Townhall Menu

The Townhall menu is used to view the buildings in the port, construct new buildings, and upgrade existing buildings. Portraits of the buildings appear on the left side of the menu. Click each one to bring up a larger image and a description of it that includes the benefits of its current level and its upkeep cost.

To construct or upgrade a building, click its thumbnail image on the left side of the menu, and then click Upgrade. You must have the required funds in your Treasury and any required materials in the port's Warehouse before you can purchase the upgrade. Upgrades take a certain amount of game time to complete, and the benefits of the upgrade are not available until construction is complete.



Caution You can also click Demolish at the bottom of the menu to destroy the selected building. This saves you the upkeep costs of the building, but you have to construct the building from scratch if you want to reconstruct it; you can't just knock one level off a level 4 building.

Upgrading Ports

There are five buildings in each port that can be upgraded: Trading Post, Warehouse, Shipyards, Fort, and Garrison. Each upgrade costs money, takes time to complete, confers a bonus on the port, and increases the building's annual upgrade costs.

Trading Post

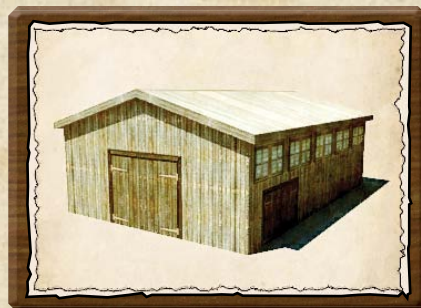
Trading Posts are centralized places of commerce where company officials can easily get access to regional products. Building higher-level Trading Posts not only makes the items more affordable to you, but it also gives your port a higher share of the regional Main Trade Item production.



Trading Post Upgrades

LEVEL	PRICE	IRON WARES	UPKEEP	BUILDING TIME	EFFECT
1	8,000£	25	1,500£	2 months	5 percent discount on items purchased
2	15,000£	50	3,000£	4 months	10 percent discount on items purchased
3	32,000£	80	8,000£	6 months	15 percent discount on items purchased
4	72,000£	100	15,000£	8 months	20 percent discount on items purchased

Warehouse



The Warehouse enables you to store trading items. It allows you to buy trading items when they are at their cheapest, even if you do not have fleets in the port. Items in a Warehouse can be sold in the Trading Post or moved into ships in the port. All ports have a level 1

Warehouse by default. Demolishing a Warehouse returns it to level 1.

Warehouse Upgrades

LEVEL	PRICE	IRON WARES	UPKEEP	BUILDING TIME	EFFECT
1	—	—	500£	—	200 tons storage capacity
2	8,000£	0	1,000£	4 months	400 tons storage capacity
3	15,000£	30	2,000£	6 months	600 tons storage capacity
4	20,000£	50	4,000£	8 months	800 tons storage capacity

Shipyard

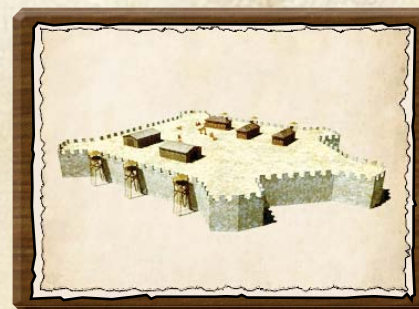


Shipyards are where you build and repair ships. Higher levels enable larger ships to be built. You can only build ships in a port that is under your control.

Shipyard Upgrades

LEVEL	PRICE	IRON WARES	UPKEEP	BUILDING TIME	EFFECT
1	30,000£	25	2,000£	2 months	Allows ships to be repaired
2	62,000£	40	5,000£	4 months	Allows for construction of Sloop, Cutter, and Schooner
3	120,000£	70	15,000£	6 months	Allows for construction of Brig, Flute, Xebec, and Galleon
4	185,000£	100	25,000£	8 months	Allows for construction of East Indiaman, Frigate, and both Ships-of-the-Line

Fort



Forts are very effective defensive structures that make attacking a port a much more dangerous affair. Forts not only offer your troops a strong defensive position, but they also have cannons that can obliterate the attacking forces.

Fort Upgrades

LEVEL	PRICE	IRON WARES	UPKEEP	BUILDING TIME	EFFECT
1	50,000£	30	3,500£	4 months	5 cannons added to defense; 25% strength boost to Garrison marines
2	120,000£	50	10,000£	10 months	10 cannons added to defense; 50% strength boost to Garrison marines
3	200,000£	70	25,000£	12 months	25 cannons added to defense; 75% strength boost to Garrison marines
4	350,000£	100	50,000£	20 months	40 cannons added to defense; 100% strength boost to Garrison marines

Garrison

Garrisons provide ports with permanently stationed marine detachments that are invaluable if the port is attacked. Higher-level Garrisons enable marines to be hired from the port in question. Garrisons are also the only structure that does not require Iron Wares to construct or upgrade.



Garrison Upgrades

LEVEL	PRICE	UPKEEP	BUILDING TIME	EFFECT
1	25,000£	2,000£	2 months	100 marines added to defense
2	40,000£	6,000£	4 months	250 marines added to defense
3	75,000£	10,000£	6 months	750 marines added to defense
4	100,000£	15,000£	8 months	1,250 marines added to defense

Giving Up Ports



If you decide that a port is not worth its upkeep costs, your first move should be to try to sell it to a rival company through the Diplomacy tab on the Game Info menu. But if you have no takers, or if you don't want to hand over an improved fort to a rival, your only option is to give the

port up. To give up a port, left-click on it to bring up a Port Info menu and click Give Up at the top of the menu.

Giving up a port relinquishes your ownership of it and returns it to neutral status. All buildings in the port are demolished (except for a level 1 Warehouse), and all the trade goods stored in the Warehouse are sold at the market value for the port.

Port Tips

- If you control every port that sells a certain Main Trade Item, that MTI suddenly becomes more valuable to your rival companies. You can use this leverage to get them to sign alliances with you for the right to trade at your ports. You can also store large quantities of that MTI at your Home Port Warehouse and offer it in negotiations, where it can be much more valuable than simply selling it at your Trading Post.
- As soon as you start to seize Indian ports, your rivals take notice. Get too greedy, and you'll find yourself on the receiving end of a great deal of hostility. Unless you're armed to the teeth, possessed of a huge war chest, and confident in your ability to dominate your opponents militarily, slow and steady expansion is the best way to grow your company without inviting the wrath of your rivals.
- If you have a generous cash cushion and are manually managing your trade routes, make sure that your ships stop off in Benguela, Cape Town, or Natal on their way back to your Home Port. You can buy Diamonds at these ports. Because Diamonds are measured in carats and not tons, they effectively take up no space in your cargo holds. And because they are a Main Trade Item, Diamonds generate huge profits once you get them back home and sell them.
- Save your game before you attempt to conquer a port. If you are unsuccessful, reload the game and try again. Remember that a failed port attack turns the port hostile for a period of time, even if it is not controlled by pirates or any company.

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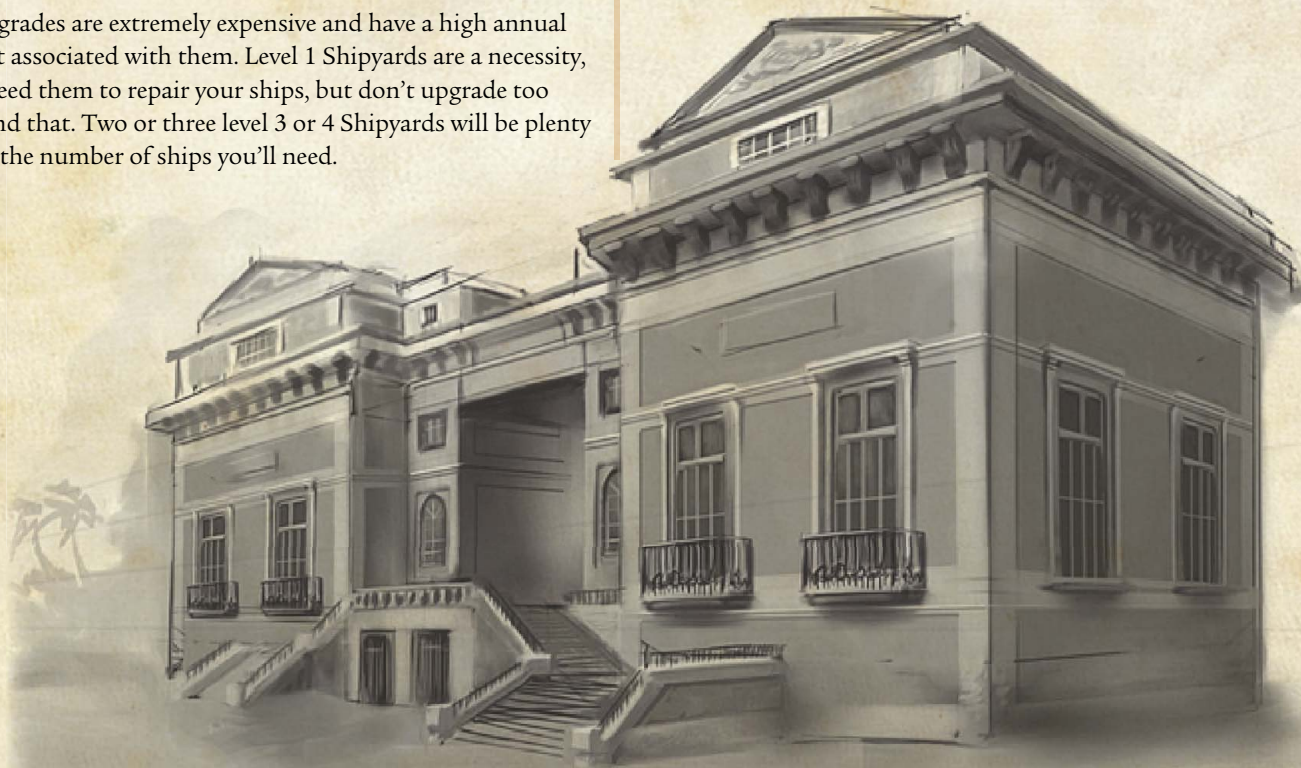
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- Pay attention to the defensive ratings of ports you want to conquer. You will always get a chance to see how your fleet matches up against the port's defenses in the battle screen that precedes the attack and you'll have the opportunity to call off the attack if things don't look good, but it's better not to waste the travel time on a doomed assault in the first place.
- Remember that building upgrades take time to construct. If you're using them to enhance the defensive capabilities of a port you just captured, the port is still vulnerable until the upgrades are complete. It is strongly advised that you keep a warship fleet in the port to help defend it until its defenses are complete.
- Shipyard upgrades are extremely expensive and have a high annual upkeep cost associated with them. Level 1 Shipyards are a necessity, since you need them to repair your ships, but don't upgrade too many beyond that. Two or three level 3 or 4 Shipyards will be plenty to produce the number of ships you'll need.

- Forts are a must for Indian ports that you're trying to keep control of. The more Indian ports you control, the higher you'd better upgrade their defenses!
- Because Garrisons do not require Iron Wares to construct or upgrade, you should build them immediately in any ports that you capture to improve their defensive abilities at a reasonable cost.
- Giving up a port seems counterintuitive, but it's a good way to quickly rid yourself of upkeep costs and leave the port in an unimproved condition, forcing any rival who takes it over to invest a great deal of time and money in improving it.



FLEETS

If trade is the lifeblood of your East India Company, then your fleets of ships are the vessels that it flows through. Through your fleets, you can profit from international trade, conquer new ports, and destroy your rivals.

Ships

Each fleet is made up of one to five ships, and there are 11 different ship types to choose from. Some ships cannot be constructed until you pay the unlocking fee for the ship type. Other ships require an advanced Shipyard in the port of construction before they can be built, and some ships cannot be commissioned until a certain year in the campaign.

Note

A ship's cargo space is measured in tons. A ship's maximum speed is measured in knots. The type of cannon determines its range (light=short range, medium=average range, heavy=long range).



Ship Stats Overview

SHIP	TYPE	CARGO SPACE	HULL HP	SAIL HP	MAX SPEED	CANNONS (TYPE)	MIN/MAX CREW	BUILD COST	BUILD TIME	MARINES?	SHIPYARD	YEAR	UNLOCK COST
Sloop	Tradeship	20	100	100	16	8 (Light)	5/20	15,000£	2 months	No	Level 2	1600	—
Schooner	Tradeship	40	200	200	14	12 (Light)	8/30	25,000£	4 months	No	Level 2	1600	—
Cutter	Warship	10	150	150	16	12 (Light)	7/28	15,000£	2 months	No	Level 2	1600	—
Brig	Tradeship	80	350	350	10	14 (Medium)	30/120	50,000£	5 months	Yes	Level 3	1600	100,000£
Flute	Tradeship	120	450	450	8	12 (Medium)	10/50	75,000£	6 months	Yes	Level 3	1600	150,000£
Xebec	Warship	30	450	450	13	12 (Medium)	10/50	30,000£	4 months	Yes	Level 3	1600	60,000£
Galleon	Warship	100	700	700	8	18 (Heavy)	20/120	75,000£	8 months	Yes	Level 3	1600	150,000£
East Indiaman	Tradeship	200	500	500	8	20 (Heavy)	20/100	100,000£	8 months	Yes	Level 4	1650	200,000£
Frigate	Warship	80	600	600	11	40 (Heavy)	50/450	100,000£	9 months	Yes	Level 4	1630	200,000£
Ship-of-the-Line, 46-Gun	Warship	120	750	750	8	46 (Heavy)	50/600	150,000£	12 months	Yes	Level 4	1670	300,000£
Ship-of-the-Line, 90-Gun	Warship	200	999	999	6	90 (Heavy)	50/200	250,000£	15 months	Yes	Level 4	1700	500,000£

Sloop



- ☐ Tradeship
- ☐ Not able to transport marines
- ☐ Requires level 2 Shipyard to build

Available from Year	1600	Cannons	8 (Light)
Price	15,000£	Max Crew	20
Construction Time	2 months	Min Crew	5
Hull HP	100	Cargo Space	20 tons
Sail HP	100	Maximum Speed	16 knots

Sloops are very fast, but because they are small, they cannot carry much cargo. They are mostly used for carrying small, precious items, like Gold or Diamonds. With only eight light cannons, Sloops are barely able to defend themselves, so they should avoid confrontations with enemies. If battle is unavoidable, Sloops should immediately turn and flee, using their speed and maneuverability to escape. Sloops are extremely cheap, which makes them good ships to start with, but you'll want to replace them with bigger, better vessels as soon as it is economically feasible to do so.

Schooner



- ☐ Tradeship
- ☐ Not able to transport marines
- ☐ Requires level 2 Shipyard to build

Available from Year	1600	Cannons	12 (Light)
Price	25,000£	Max Crew	30
Construction Time	4 months	Min Crew	8
Hull HP	200	Cargo Space	40 tons
Sail HP	200	Maximum Speed	14 knots

Schooners are fast ships that are well-suited for trading and scouting. They have enough light cannons to be a threat to merchant ships, especially in large numbers. This makes them suitable for piracy, and many pirates employ them as small fleets, quickly attacking lone cargo ships foolish enough to sail without a more formidable escort.

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Cutter



- Warship
- Not able to transport marines
- Requires level 2 Shipyard to build

Available from Year	1600	Cannons	12 (Light)
Price	15,000£	Max Crew	28
Construction Time.....	2 months	Min Crew	7
Hull HP	150	Cargo Space	10 tons
Sail HP.....	150	Maximum Speed	16 knots

Cutters are the smallest warships. With their light cannons, they have no chance against larger warships, and they should avoid getting too close to more heavily armed transports, too. Their great speed is often their best advantage. Cutters are good vessels for scouting, and in packs they can put up a good fight against other light warships such as Xebecs.

Brig



- Tradership
- Able to transport marines
- Requires level 3 Shipyard to build

Available from Year	1600	Cannons	14 (Medium)
Price	50,000£	Max Crew	120
Construction Time.....	5 months	Min Crew	30
Hull HP	350	Cargo Space	80 tons
Sail HP.....	350	Maximum Speed	10 knots

Brigs are versatile ships that can be used as light warships or transports. They are quite maneuverable and agile ships in battle, but they should not engage in one-on-one battles with Frigates or even East Indianmen. As cargo ships, Brigs have decent cargo space and are relatively fast, but they do require a large crew to operate them.

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Flute



- Tradership
- Able to transport marines
- Requires level 3 Shipyard to build

Available from Year	1600	Cannons	12 (Medium)
Price	75,000£	Max Crew	50
Construction Time	6 months	Min Crew	10
Hull HP	450	Cargo Space	120 tons
Sail HP	450	Maximum Speed	8 knots

Flutes, also known as Fluyts, are transport ships originating from the Netherlands. The Dutch East India Company used the Flute in large numbers, but other nations also adopted it. It's a very seaworthy vessel, easily capable of enduring the long voyages on high seas. Flutes have medium cannons, but they are no match for legitimate warships and shouldn't go looking for trouble.

Xebec



- Warship
- Able to transport marines
- Requires level 3 Shipyard to build

Available from Year	1600	Cannons	12 (Medium)
Price	30,000£	Max Crew	50
Construction Time	4 months	Min Crew	10
Hull HP	450	Cargo Space	30 tons
Sail HP	450	Maximum Speed	13 knots

The Xebec, with its distinctive, graceful look, is a good all-around ship that can be used in multiple roles. They have a history of being corsair ships, often used in the Mediterranean. Xebecs are slightly smaller than Frigates and less heavily armed, but their high speed gives them the advantage over their slower-moving prey, and they also benefit from good maneuverability. In a pinch, they can be drafted into service as trading vessels, although their meager cargo space keeps them from being the best choice for that job.

Galleon



- ⚙ Warship
- ⚙ Able to transport marines
- ⚙ Requires level 3 Shipyard to build

Available from Year	1600	Cannons	18 (Heavy)
Price	75,000£	Max Crew	120
Construction Time	8 months	Min Crew	20
Hull HP	700	Cargo Space	100 tons
Sail HP	700	Maximum Speed	8 knots

The Galleon is a well-armed warship that's also capable of carrying large amounts of cargo. Galleons are best known for their role in the Spanish treasure fleet in the Caribbean, but they just as useful in the East Indian trade, and all nations employ them. Galleons were originally developed in the 16th century. They started to become obsolete during the 18th century as ships like the East Indiaman and Ship-of-the-Line took their place.

East Indiaman



- ⚙ Tradership
- ⚙ Able to transport marines
- ⚙ Requires level 4 Shipyard to build

Available from Year	1650	Cannons	20 (Heavy)
Price	100,000£	Max Crew	100
Construction Time	8 months	Min Crew	20
Hull HP	500	Cargo Space	200 tons
Sail HP	500	Maximum Speed	8 knots

East Indiamen were designed based on the experiences gathered from the long and arduous voyages to India. This is the largest class of ships for merchant vessels. The East Indiaman was not solely designed for trading purposes, though, as these ships were armed with heavy cannons for defending themselves. They were often painted to resemble warships and, in fact, are as close to warships as merchant ships get.

Frigate



- Warship
- Able to transport marines
- Requires level 4 Shipyard to build

Available from year.....1630	Cannons 40 (Heavy)
Price.....100,000£	Max crew 450
Construction time.....9 months	Min crew 50
Hull HP 600	Cargo space..... 80 tons
Sail HP..... 600	Maximum speed..... 11 knots

Frigates are large warships that can be used in many different roles. They can hold their own against any other ship except a Ship-of-the-Line. Their high speed makes them a good choice for escorting merchant ships. With their quickness, they're also good cruisers, patrolling the sea alone or in pairs, hunting pirates, or blockading enemy ports.

Ship-of-the-Line, 46-Gun



- Warship
- Able to transport marines
- Requires level 4 Shipyard to build

Available from Year 1670	Cannons 46 (Heavy)
Price.....150,000£	Max Crew 600
Construction Time..... 12 months	Min Crew 50
Hull HP 750	Cargo Space 120 tons
Sail HP..... 750	Maximum Speed 8 knots

The Ship-of-the-Line was designed to be used in a line formation. This way, they could sail past the enemy and fire broadside after broadside in rapid succession.

A 46-gun Ship-of-the-Line has heavy cannons on two decks. They can outgun a Frigate, but they are not agile or fast ships. If the enemy decides to make a run for it, a Ship-of-the-Line has a hard time catching them. However, because they can carry large numbers of marines, Ships-of-the-Line are perfectly suited to attacking enemy ports.

Ship-of-the-Line, 90-Gun



- Warship
- Able to transport marines
- Requires level 4 Shipyard to build

Available from Year	1700	Cannons	90 (Heavy)
Price	250,000£	Max Crew	800
Construction Time	15 months	Min Crew	50
Hull HP	999	Cargo Space	200 tons
Sail HP	999	Maximum Speed	6 knots

A 90-Gun Ship-of-the-Line has heavy cannons in three decks. A single ship can wreak havoc with a single broadside, but they're most effective in a line formation. No ship can withstand the withering barrage from a line of these ships sailing by. A 90-Gun Ship-of-the-Line can also carry up to 200 marines, which makes it ideal in boarding actions or as part of an invasion fleet attacking an enemy port. Its only downsides are its lack of speed and maneuverability and its high price.

Ship Construction



Constructing ships for your fleets is a relatively straightforward process. Enter the port view in a port under your control that has a Shipyard of at least level 2. Open the Shipyard menu, click the icon representing the ship you want to build, and then click Build.

Keep in mind that you need to have all the following to build a ship:

- Money:** The cost of the ship that you want to build appears at the bottom of the Shipyard menu. You must have this amount in your Treasury when you order the ship; it is immediately deducted from your Treasury when you click Build.
- Shipyard:** All ships require that the port contain at least a level 2 Shipyard before you can build them. Larger and more advanced ships may require a level 3 or 4 Shipyard.
- Unlock Cost:** Many ship types must be unlocked before you can build them. You only have to pay the unlock price once per ship type.
- Year:** Several ship types, such as the Ship-of-the-Line and Frigate, are only available for construction after a certain year in the game. Until you reach that year, these ships are not available to you or any of your rivals.

- ⚙️ **Time:** Just because you order a ship doesn't mean that you'll have it instantly. Each ship takes several months to build, and each port can only build one ship at a time. Be aware of your ships' construction times and plan accordingly.



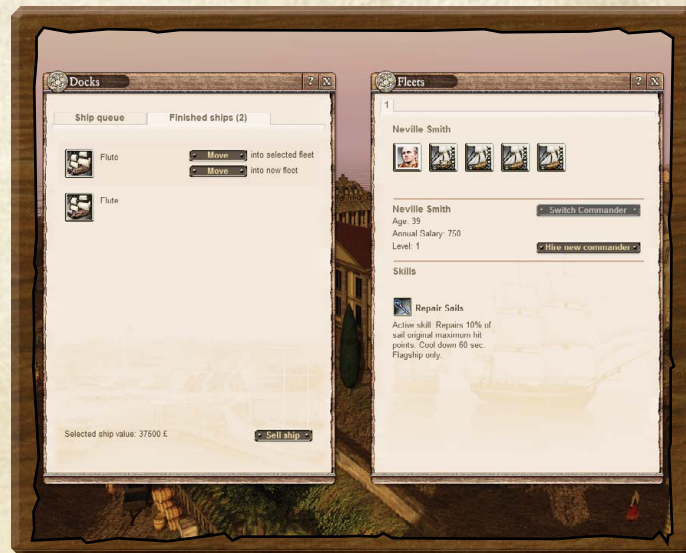
Ship Queue

Your Ship Queue is found in the Docks menu in the port where your ships are being built. The top ship is the one that's currently in production, and the ships below it are queued up and awaiting construction; the highest ship in the queue is next in line to be built.

- ⚙️ To cancel production of the ship that's currently under construction, click Cancel. Your Treasury will be refunded half the ship's purchase price.
- ⚙️ To cancel production of a ship that is not under construction, click Remove to the right of the ship. Your Treasury will be refunded the entire purchase price of the ship.
- ⚙️ To move a queued ship higher or lower in the queue, click the up and down arrows next to the Remove button.

Assigning to a Fleet

Once a ship has been constructed, it sits in the Finished Ships tab of the Docks menu. Before a ship can be used for trade or combat, it must be assigned to a new or existing fleet. You can have a maximum of 20 fleets, and each fleet can contain a maximum of five ships.



To assign a ship to an existing fleet, open the Fleets menu and select the tab of a fleet that contains four or fewer ships. Click Move Into Selected Fleet in the Docks menu to add the newly constructed ship into the fleet displayed in the Fleets menu.

To create a new fleet for the selected ship, click Move Into New Fleet. This automatically adds the ship into a newly created fleet (which you can view in the Fleets menu) and assigns the fleet a new (level 1) fleet commander.

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appears, giving you your choice of destination fleets. Select the fleet you want to move the ship into, and then click Confirm.

Note

If you move the last ship out of a fleet, you lose that fleet's commander as soon as you make the move. This saves you from having to pay his annual salary as part of your upkeep costs, but it also means that you lose the benefits of his skills and experience permanently.

Fleet Commanders

Each fleet is led by a fleet commander, whose portrait appears in the bottom information bar in the strategic level and represents the entire fleet. Clicking the fleet commander's portrait selects the fleet that he commands and allows you to give orders to that fleet. But fleet commanders are so much more than a thumbnail portrait. The experience and skills acquired by a fleet commander give benefits to all ships under his command, and these benefits can mean the difference between victory and defeat in combat and trade.

If you ever want to move a ship into another fleet after you've already assigned it to a fleet, you need to make sure that both the original fleet and the destination fleet are in the same port. Enter the port view, open the Fleets menu, find the fleet you want to move, and then click Move to Fleet. A window

Commander Levels

Fleet commanders earn experience from battles and from trading. In combat, they earn experience based on the actions taken in the battle **by the flagship**. Actions taken by any other ship under his command do not count toward the fleet commander's personal experience.

Fleet Commander Combat Experience

ACTION	EXPERIENCE
Taking part in a battle	8
Being on the winning side	8
Inflicting hull damage	4 per 100 HP
Boarding a Sloop	1
Boarding a Schooner	2
Boarding a Cutter	3
Boarding a Flute	4
Boarding a Xebec	5
Boarding a Brig	6
Boarding an East Indiaman	7
Boarding a Galleon	8
Boarding a Frigate	9
Boarding a Ship-of-the-Line, 46-Gun	10
Boarding a Ship-of-the-Line, 90-Gun	11

Fleet commanders also earn experience from the amount of trade items sold by ships under their command. For every 500,000£ of trade items sold in a port's Trading Post, the fleet commander earns 1 experience point.

Commander Skills

As a fleet commander earns experience, he levels up, which increases the number of skills that you can choose for him. It also increases his annual salary. The most experienced fleet commanders provide incredible benefits to the ships under their command, but they also cost a great deal more than their less experienced counterparts.

Fleet Commander Levels

LEVEL	EXPERIENCE	TOTAL SKILLS	SALARY
0	0-4	0	500£
1	5-9	1	750£
2	10-24	2	1,800£
3	25-59	4	2,500£
4	60-99	6	4,000£
5	100	10	6,000£

Note

At level 5 (100 experience), a fleet commander stops earning experience points, though the crew members of his ships continue to do so until they max out as well.

There are two types of fleet commander skills: passive and active. Passive skills are constantly factored into the appropriate circumstances without requiring any special action on your part. Active skills are represented in the tactical level by icons that you must click to activate the skill. All active skills function during a short duration and are unavailable for a cooldown period after that time expires.

Passive Fleet Commander Skills

SKILL	DESCRIPTION
Leader	+20 crew morale to every ship in the fleet
Melee Specialist	+20% to the number of crew and marines when calculating the outcome of a boarding action
Conqueror	+20% to the number of crew and marines when calculating the outcome of attacking a port
Unsinkable	-20% damage from cannon fire (any projectile type) to every ship in the fleet
Maneuvering	Turning arc in combat is 20% tighter for all ships in the fleet
Feared	-20 enemy morale
Eagle Eyes	+20% view range in the strategic level
Navigator	+20% fleet speed in the strategic level
Organizer	+20% cargo space for all ships in the fleet
Haggler	5% discount on all trade items purchased for the fleet's cargo holds
Salesman	5% bonus on all trade items sold from the fleet's cargo holds

Active Fleet Commander Skills

SKILL	DESCRIPTION	DURATION (IN SECONDS)	COOLDOWN (IN SECONDS)
Rout	-25 morale to all enemy ships	25	90
Rally	+25 morale to all ships in the fleet	30	60
Far Shot	+20% range to the fleet's cannons	10	25
Accuracy	+20% accuracy to the fleet's cannons	15	20
No Surrender	No ship in the fleet will surrender	40	60
Repair Hull	Repairs 10% of the maximum hull HP	Instant	60
Repair Sails	Repairs 10% of the maximum sail HP	Instant	60
Ride the Wind	+25% sailing speed during combat	25	40

Retirement

No fleet commander will serve for the entire length of his company's existence. After a lifetime of faithful service, he will announce his resignation and be replaced by a new (level 0) fleet commander. His fleet's ships retain their crew experience, but they lose the benefit of all of the skills he has acquired. On the bright side, the new fleet commander works much more cheaply!

Ship Details



You can view the details of a ship by clicking on its fleet commander's portrait on the bottom of the strategic level screen, and then clicking on the portrait of the ship when it appears. You can also open the Fleets menu when a fleet is docked in a port and click the ship portrait to view its information and take the following actions:

Hiring Crew

To hire the maximum number of crew for a ship and replace those crew members who have fallen in battle, click Hire. If you do not have the minimum number of crew members for the ship type, your speed drops dramatically in the strategic level, and you cannot use the ship in combat. The more crew members you have, the more successful you will be during boarding actions and port attacks.

Hiring Marines

To hire marines for a ship, click +; to sack marines, click -. Hire 10 at a time by holding [C] when you click Hire, or hire as many marines as you can carry by holding [S] when you click Hire. Marines give an added bonus to boarding actions and port attacks, but in addition to an upfront hiring cost, they also come with an annual salary, and each one takes up one ton of cargo space.

Making Repairs

Whenever you dock at a friendly port that has a Shipyard, you can repair the damage to its sails, hull, and cannons—for a price. Maintaining your ships is the best way to protect your investment in them, and it's much cheaper and faster than building new ones from scratch. If a ship's hull HP are depleted, the ship is sunk. If its sails are destroyed, it suffers tremendous penalties to its speed. If its cannons' HP reaches 0, it cannot fire on enemy vessels or ports.

Purchasing Ammo

Every shot fired by a ship comes from a limited store of ammunition that you must remember to replenish whenever you enter a friendly port with a Shipyard. There are three types of ammunition: solid balls, chain shot, and grape shot. Each has its own advantages in combat; see the "Combat" section of this chapter for more information.

Selling a Ship

To sell a ship, simply click Sell Ship at the bottom of the Fleets menu when you have the ship selected. The maximum sale value of the ship is half the purchase price, although its value suffers if it has unrepaired damage. Selling a ship is a good way to clear outdated models from your fleets, and it beats having them destroyed in combat, which doesn't net you a single pound. If you are desperate for cash, selling a ship might be one of your few viable options for raising capital immediately.

Crew Levels

Like their fleet commander, the crew of each ship earns experience from navigation and combat, and each type of experience is counted separately. Stars above the sword and anchor icons on each ship's thumbnail portrait indicate the ship's combat and navigation experience levels.




To earn navigation experience, all you have to do is sail, and the crew members of your fleets' ships slowly earn navigation experience. To earn combat experience, a crew's ship must take the following actions in combat:

Crew Combat Experience

ACTION	EXPERIENCE
Taking part in a battle	4.0
Being on the winning side	4.0
Inflicting hull damage	2 per 100 HP
Boarding a Sloop	0.5
Boarding a Schooner	1.0
Boarding a Cutter	1.5
Boarding a Flute	2.0
Boarding a Xebec	2.5
Boarding a Brig	3.0
Boarding an East Indiaman	3.5
Boarding a Galleon	4.0
Boarding a Frigate	4.5
Boarding a Ship-of-the-Line, 46-Gun	5.0
Boarding a Ship-of-the-Line, 90-Gun	5.5

Each type of crew experience gives the following benefits to the ship that the crew serves on:

Crew Combat Experience

EXPERIENCE	LEVEL	ICON	CANNON RELOAD TIME	CANNON DAMAGE	CREW BONUS TO BOARDING ACTION	CREW DAMAGE FROM ENEMY FIRE	MORALE
0-19	0		-0%	+0%	+0%	-0%	+0%
20-39	1		-5%	+5%	+10%	-0%	+10%
40-59	2		-10%	+10%	+15%	-5%	+20%

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Crew Combat Experience

EXPERIENCE	LEVEL	ICON	CANNON RELOAD TIME	CANNON DAMAGE	CREW BONUS TO BOARDING ACTION	CREW DAMAGE FROM ENEMY FIRE	MORALE
60-79	3		-20%	+20%	+25%	-10%	+30%
80-99	4		-30%	+35%	+40%	-20%	+40%
100	5		-50%	+50%	+70%	-30%	+60%

Crew Navigation Experience

EXPERIENCE	LEVEL	ICON	SAILING SPEED	MOVE RANGE	VIEW RANGE	CHANGE SAILS	TURNING ARC
0-19	0		+0%	+0%	+0%	-0%	-0%
20-39	1		+5%	+5%	+5%	-5%	-0%
40-59	2		+10%	+10%	+10%	-10%	-5%

Crew Navigation Experience

EXPERIENCE	LEVEL	ICON	SAILING SPEED	MOVE RANGE	VIEW RAGE	CHANGE SAILS	TURNING ARC
60-79	3		+15%	+15%	+15%	-15%	-10%
80-99	4		+25%	+25%	+25%	-25%	-15%
100	5		+40%	+40%	+40%	-40%	-25%

Note

“Sailing Speed” applies to the ship’s movement rate in combat and on the strategic level. “Move Range” is the distance a ship can sail before it must resupply. “Change Sails” refers to the amount of time required to change sails in combat. “Turning Arc” is a measure of how tightly the ship can turn in combat; the smaller the arc, the tighter the turn.

Effects of Replacing Crew

If you lose crew in battle, their ship loses the benefits of their experience when those crew members are replaced, reflecting the inexperience of the new crew members. Remember, it’s the **crew** that has the combat and sailing experience, not the **ship**. Also, the experience penalty doesn’t kick in immediately, as long as you have enough crew members to meet the ship’s minimum crew requirement, because the remaining crew members are as experienced as they were before the battle. For

every 1 percent of the crew that is lost, the crew’s experience level drops by 0.5 percent when those crew members are replaced.

To help understand how this works, assume that a ship’s crew has 100 combat experience (5 stars) and 50 navigation experience (2 stars), and that there are 100 crew members on the ship. The ship enters into a battle where 40 crew members are lost. Because 40 percent of the 100 crew members were lost, the ship’s crew will suffer a 20 percent loss of experience when those crew members are replaced in port. Its combat experience will drop to 80 (4 stars), and its navigation experience will drop to 40 (still at 2 stars).

Setting a Patrol Route



One valuable technique for fleet management that is often overlooked is the ability to set a patrol route. By selecting a fleet and clicking the Patrol Route icon in the information bar at the bottom of the strategic level, you can tell the fleet to sail along a patrol route that you define by holding **[Control]** while right-clicking around the world map. Each right-click sets a waypoint for the patrol route, and if the final waypoint is placed on the fleet's current location, it will sail the route in a circuit; otherwise, it sails along it once and comes to a stop.

There are several ways to use patrol routes effectively:

- In high-congestion areas, you can keep an eye on who's going where by setting up a patrol route circuit for a fleet with a long view range.
- If you have a mission objective to eliminate pirate ships or vessels belonging to a rival company, you can set up a patrol route around one of their ports and set the fleet's AI Behaviour to Hostile; your fleet will intercept the target ships and attack them automatically.

- Escort your trading fleets through dangerous waters by establishing a patrol route in that area.
- Confine your rivals to their Home Ports by running a patrol route around them.
- If a rival controls a well-defended port that you don't have the resources to conquer, you can at least block access to it with a patrol route just off the coast and attack their fleets as they attempt to dock.
- You can also strangle rivals economically with a similar strategy, blocking their access to their Indian ports by patrolling near them.
- If you really want to play hardball, you can order several powerful warship fleets to patrol in a tight circuit around the southern tip of Africa and set their AI to Hostile or Aggressive. This ensures that no fleet will be able to travel between Indian ports and their Home Port without having to fight their way through.



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- Your fleet sails at the speed of its lowest ship, so don't handicap faster ships by pairing them with slower ones in the same fleet. A Schooner's greatest asset is its high speed, but if you put it in a fleet with the much slower Galleon, you'll have taken away the Schooner's biggest advantage.
- After a battle is resolved, you sometimes have the option of seizing one or more ships from the defeated fleet. However, if you already have five ships in your fleet, you cannot add any captured ships to your fleet. You might want to limit your warship fleets to four ships if you want to be able to take command of the remaining ships in fleets that you defeat.
- Don't unlock a ship type until you're ready to build one for the first time, since there's no point in paying to unlock it if you're not going to order one. Remember, there's no difference between unlocking a ship but not building it and not unlocking a ship at all, except that the former will drain tens of thousands of pounds from your Treasury, while the latter lets you spend that money on something more useful.

- Take good care of your ships, especially the larger and more expensive ones. Not only does replacing them cost a small fortune, it also takes a long time. Losing a 90-Gun Ship-of-the-Line, for instance, means that you'll be without its replacement for 15 months. Never skimp on repair costs, and never sail a damaged fleet unless you have no other option.
- You will always take an up-front financial hit when you assemble a fleet from scratch. Constructing a fleet of three Brigs, for example, costs a total of 150,000£ and takes 15 months from start to finish. During that time, those ships are not earning you any money, so your other fleets need to make up that financial shortfall. You can set sail with only one or two ships from that fleet before they're all ready, but you'll still have to pay commander and crew salaries.
- If you're planning to build several ships, you don't have to order them all at once. Ordering them one or two at a time can keep your assets liquid, which can help you afford Main Trade Items and port upgrades that will maximize your profits. If you order five ships at a time, you're spending an awful lot of money up front for ships that won't be completed for a year or longer.



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There are no upkeep costs associated with a finished ship that has not been added to a fleet, because the ship does not have a fleet commander, crew, or marines assigned to it. So unless you're ready to send the ship out on a trade route or other mission immediately, let it sit in the Docks until you're ready to use it, and you'll save yourself some coin.

Consolidating fleets can save you a bit of cash in fleet commander salaries. If you have several two- or three-ship fleets, consider merging them into four- or five-ship fleets and eliminating a fleet commander or two, which lowers your annual upkeep costs.

When choosing skills for your fleet commanders, select ones that complement the role of their fleet. For example, a fleet commander in charge of a fleet of warships that you intend to use to conquer ports would benefit from the Conqueror skill, while the fleet commander of a fleet of swift merchant ships would be best served by the Organizer, Hagglers, and Salesman skills.

Don't quibble about the salaries paid to experienced fleet commanders; 6,000£ per year for a Fleet Commander with 10 skills is the bargain of the century. Besides, every fleet commander retires at some point, so enjoy them while you have them, even if it squeezes your Treasury a bit.

If you replace crew members immediately after a battle, you suffer an immediate but slight loss of crew experience. If you wait to replace them, you don't suffer any penalty until you hire replacements, but the more crew members you have to replace, the more drastic the difference is. And if you wait too long, you won't have enough crew members to successfully sail your vessels.

If you're using a fleet strictly for combat, fill it with marines. There's no reason to leave any cargo space free, unless you're trying to keep your annual upkeep costs down.

After each battle, sail directly for the nearest friendly port that has a Shipyard to repair and rearm your ships. Many a vessel has been lost because a careless Governor General didn't remember to maintain it, and there's nothing worse than heading into combat, only to realize that your ships are half-sunk and their cannons are empty.

If you're going to sell a ship, repair it first to maximize its value. The cost of the repairs is miniscule compared to the increase in value that results from them. Don't bother reloading its ammunition, though, as this has no effect on the sale value of the ship.

A fleet commander's skills are a great benefit to his fleet, but the biggest advantages a fleet can gain come from crew experience. Protect experienced crews by hiring marines to serve on their ships and take the brunt of the damage from enemy attacks. But don't be overprotective—the best way to ensure victory in combat and minimize crew casualties is to send experienced crews into combat.

Cape Town and Natal can be extremely valuable ports if you want to pursue the strategy where you cut off the Indian ports from your rivals' Home Ports. Fortify those ports and upgrade their Shipyards so that they can produce powerful warships, and then set up patrol routes around the Cape of Good Hope to intercept any trading vessels that are trying to import Main Trade Items. It's an expensive and risky strategy, but if you can get it up and running, there's no more effective way to slash your rivals' profits.

COMBAT

Fleet-to-fleet combat is a brutal reality of the cutthroat world of East India trade. No East India Company survives and prospers without having to load cannons and punch a few holes through the hulls of rival fleets. To be an effective Governor General, you need to master the intricacies of combat, which will serve you well in every single-player campaign and the combat-only multiplayer game modes.

Auto Resolve

Battles can take a while to resolve. If the odds are clearly in your favor, you might want to skip the cannon fire and go straight to the end result. To do so, click Auto Resolve on the pre-battle screen to instantly simulate the battle and declare a victor. But although this saves you some time, it does carry some penalties:

- First and most importantly, neither your fleet commander nor the crew of your ship earn any experience for battles that are automatically resolved, so taking the shortcut around the battles cheats them out of the ability to level up.
- Second, you cannot seize enemy ships following an automatically resolved battle, nor can you loot the enemy fleet after you emerge victorious from the fight.
- Third, although the benefits of your crews' combat experience and your fleet commander's passive skills are calculated in the automatic resolution, the fleet commanders active skills aren't used, which means that the outcome of the battle might not be as positive as it would be if you were controlling it yourself.
- Finally, if you are manually controlling your ships in battle, you can order severely damaged ships to surrender, rather than be sunk. This is not an option in automatic battle resolution, where all your ships fight until the bitter end.



To initiate an attack on an enemy fleet, select one of your fleets and right-click on a rival fleet within your view range to begin pursuing it. If you catch up to the fleet, the pre-battle screen appears. Battles can also be initiated by setting your fleet's AI Behaviour to Hostile or Aggressive and plotting a route that takes you past rival ships.



The pre-battle screen that appears once you initiate a battle shows the ships in each fleet and the weather conditions. You can examine the cargo and condition of your own fleet's ships by clicking on their portraits, but you can only see the types of ships commanded

by your enemy, not their current condition. If you like your odds, click Battle to begin the fight. If you want to automatically resolve the battle and are willing to forego the experience that your fleet commander and crew would earn from it, click Auto Resolve. If you decide that this isn't such a good idea after all, click Cancel.



If you are attacked by a rival fleet, you don't have the option to cancel the battle. You can only fight it out tactically (Battle) or automatically resolve it (Auto Resolve).

Combat Readiness

Before you venture off into battle on the high seas, be sure that you meet all the following criteria:

- The ships in your battle fleets should all be in pristine condition, with a full complement of crew and marines. All cannons should be fully loaded and ready for action.
- Your battle fleets should be composed of warships that are equal to or greater in strength than the enemy fleets, and you should have the same number of vessels or more than your rival.
- You should have several thriving trade routes, so that your Treasury continues to swell as you engage in battle. War is costly, even if you manage to plunder enemy ships, so be sure that you have the financial backing to see it through.
- If you are declaring war against a less powerful enemy (as measured in the Statistics tab of the Game Info menu), you should be able to go it alone. If you're declaring war against a more powerful enemy, be sure that you have the diplomatic incentives to get one or more allies to also declare war on them.

- 🏴‍☠️ Your fleet commanders can earn experience and skills through trade, and your crews can earn navigation experience through the same method. The more experience and skills you have going into battle, the better off you'll be.
- 🏴‍☠️ Fight your battles near friendly ports that have Shipyards, so that you can dock and repair your ships immediately after each battle.

Battle Information



The blue and red force bars represent the strength of your fleet and the enemy fleet, respectively.

There are three pieces of vital information in the upper information bar that you need to familiarize yourself with. The first is the pair of blue and red force bars that represent the relative strength of each fleet. The blue bar represents your strength, and the red bar is your opponent's. The longer bar has the strength advantage, and the bars decrease as both fleets take damage.

The second important piece of information is the Stats screen, which you can open at any time during the battle by clicking the fleur-de-lis between the force bars.

Opening the Stats screen pauses the action, but you cannot take any actions or issue any commands to your fleet until the Stats screen is closed (by clicking Continue at the bottom of it).



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The Stats screen gives you an excellent overview of the status of every ship involved in the battle. It lists their overall damage level; the damage to their hulls, sails, and cannons; and the current numbers of crew and marines on each ship. Use this information to determine which enemy ships are most vulnerable and which of your own ships are in danger of a one-way ride to the sea floor.



The third piece of important information is the pair of combat mode buttons below the force bars. These buttons toggle between Real-Time Strategy (RTS) Mode and Direct Command (DC) Mode, two different but equally useful methods for taking control of the ships in your fleet. Click these buttons to switch between the two modes as necessary.

Real-Time Strategy (RTS) Mode



RTS Mode is used when you want to get a view of the entire field of battle, issue orders to multiple ships in your fleet, and have them carry out those orders according to their AI. It is the command mode that every battle starts in, and there's a reason for that—you need to begin each battle by putting your ships in tactically advantageous positions, and you can't do that by steering each one individually in DC Mode.

To move the camera in RTS Mode, drag the mouse pointer to the edges of the screen, or use **WASD** or the arrow keys. For the latter two options, you can move the camera more quickly by holding down **⇧ Shift** as well. To turn the camera clockwise or counter-clockwise, hold down the middle mouse button and move the mouse right or left. To zoom in and out of the field of battle, use the mouse wheel.

Compass



In RTS Mode, the Compass in the lower left corner of the screen indicates the positions of every ship in your fleet (green dots), every enemy ship (red dots), and your current field of view (white cone). You can jump instantly to any part of the battlefield by clicking inside the Compass. The direction of the wind is represented by a pointer on the circumference of the Compass, and its speed in knots is indicated by the number inside the pointer.



Note

An arrow at the top of the screen just below the force bars and command mode buttons also indicates the direction of the wind.

Selecting Ships and Targets



To select one or more of your own ships in RTS Mode, you can either left-click on the ship or its portrait at the bottom of the screen (hold **Shift** or **Control** while clicking to select multiple vessels), or you can left-click and drag a box around a group of ships to select them all.

Note

The ship portraits along the bottom of the screen have three small green bars that represent the health of the ship's hull (H), sails (S), and crew (C), as well as two yellow cannon bars that indicate the readiness of the port and starboard cannons. The ship's speed is indicated in knots (kn) and its current orders appear under its portrait.



To order your selected ships to attack an enemy ship, right-click on the enemy ship. If the enemy ship is within range of your cannons, your ships will immediately start to turn perpendicular to the enemy ship and open fire with their port or starboard cannons, using the ammo you have

selected (see "Ammunition Types"). If the enemy ship is not within range, your selected ships will sail toward it and turn 90 degrees to port or starboard to line up their shots.

Orders

With one or more ships selected, you can give orders to them by clicking the buttons above the ship portraits along the bottom of the screen.

Stop



Click Stop to order the selected vessels to stop immediately and abandon whatever other orders they have been given previously.

Fire at Will/Hold Fire



When Fire at Will is engaged, the selected ships will open fire on any enemy ship that comes into range. When Hold Fire is toggled on, the ships will not open fire—even if you give them an attack order. This is particularly useful when you want to cripple a ship but not sink it—for example, if you destroy its sails and cannons so it cannot escape or fire at you, and you want to make a boarding attempt. It is also a good idea to use Hold Fire when you are attempting to flee from a battle, as it prevents any chance that your escaping ships will attempt to engage the enemy.

Board



Boarding a ship seizes command of it and removes it from the battle. You can then claim ownership of the ship if you win the battle and have fewer than five ships in your fleet already. The Board button is usually gray, unless you are near an enemy ship, at which point a boarding bar appears above it and starts to fill. When the bar is full, the button is available. Click it, and then right-click on the ship you want to board.

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Boarding actions are resolved by calculating the numbers of crew and marines on board each ship. Crew members with high levels of combat experience gain an advantage in boarding actions, as do crews and marines who sail under the command of a fleet commander with the Melee Specialist skill. The ship that wins the boarding action causes the other ship's crew to surrender, taking the ship out of the battle.

Tip

Boarding actions are much easier to execute once you've damaged the sails and cannons of the target vessel, making it difficult for it to flee or return fire.

Line Formation



Because a ship can only fire at targets off its port or starboard side, line formation is the most formidable offensive formation that a fleet of ships can enter. With one or more ships selected, click Line Formation, and then choose an enemy ship to attack. Your ships line up in a row and blast the target ship with cannon fire as it sails by.



Flee



When you click the Flee icon to toggle it on, your ship will successfully escape from the battle if you can sail far enough away from every other enemy ship. Ships that flee from battle remain in the fleet at their current level of damage and experience after the battle is over. If you decide that you don't want to flee after all, click the icon again to toggle it off. This keeps your ships from accidentally fleeing from battle if the tide turns in your favor.

Surrender



Click Surrender to cause the selected ship(s) to instantly surrender to the opposing fleet. Ships that have surrendered will not come under enemy fire, although they may still wind up getting accidentally rammed by ships of either fleet. If you win the battle, you retain all your surrendered ships, in the condition they were in when they surrendered.

Direct Command (DC) Mode

DC Mode puts you directly in command of a single ship, hence the name. This allows for much more precise control over the ship's performance in battle, although it prevents you from being able to issue orders to your other ships until you either click the portrait of another ship to take command of that ship or you return to RTS Mode.



In DC Mode, the arrow keys control the pan and zoom of the camera, which is fixed on the ship you are in command of. **W** and **S** accelerate and decelerate, and **A** and **D** turn the ship left and right. Although the DC Mode screen looks a lot like the RTS Mode screen, there are several key differences between the two modes.

Compass

The DC Mode Compass has the green and red dots indicating friendly and enemy ships, as well as the wind indicator on the circumference of it. The ship that you control always appears in the center of the Compass, and you cannot change the view by clicking on it.



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On the bottom right side of the Compass are three buttons that represent the sail configurations for the ship. From left to right, there are three options to choose from:

- **No Sails:** This brings the ship to a halt, although it still will drift along due to momentum and wind.
- **Battle Sails:** This half-sail configuration allows for maneuvering but keeps the ship's speed down for the sake of lining up shots.
- **Full Sails:** The sails are fully unfurled, and it's full speed ahead.

On the bottom left side of the Compass are three more buttons that set the firing arc for the ship's cannons. The firing arc is represented by the pair of white cones extending from the port and starboard sides of the ship in the Compass. From left to right, the firing arc options are:

- **Narrow:** This tight firing arc demands precision aiming, but it inflicts the most damage if you hit it perfectly.
- **Medium:** A good compromise between accuracy and damage.
- **Wide:** The cannon fire sprays in a wide arc, increasing the odds of hitting the target but decreasing the damage potential.

Orders

The buttons for the ship's orders appear along the top of the bottom information bar, just as in RTS Mode. Many also appear in RTS Mode and function exactly the same in DC Mode (Board, Flee, Surrender), but there are a few commands unique to DC Mode.

Note

Because you can only have one ship selected in DC Mode, Line Formation is not a command option in DC Mode.

Camera Angles



More of an option than a command, clicking Camera Angles allows you to cycle through several different camera angles to find your optimal viewpoint.

Battlecam



Click the Battlecam icon to show or hide the Battlecam in the upper right corner of the screen. The Battlecam gives you a second perspective on the area surrounding your ship; click the arrow icons on the four sides of the ship outline to switch the Battlecam to that side of the ship without changing your main view.

Fire Cannons







At the very top of the lower information bar in DC Mode are two cannon-shaped icons. The left one orders the port cannons to fire, and the right one orders the starboard cannons to fire. You can also use the keyboard to fire cannons: click [Q] to fire the port cannons and [E] to fire the starboard cannons. Remember that the cannons must recharge after each shot, as represented by the yellow cannon bars on the portrait of the ship at the bottom of the screen.

Tip

To aim effectively in DC Mode, steer your ship until an enemy vessel is directly off the port or starboard side of your ship. Use the Battlecam and the firing arc cones in the Compass to line up your shot, and then click the appropriate Fire Cannon icon to send a volley of cannon fire at your target.

Ammunition Types

In both RTS and DC Modes, there are three different types of ammunition that you can load into the cannons. Each has a different effect on the ships that it hits. The ammo selection buttons appear to the right of the orders icons in the lower information bar. The currently selected ammunition's icon is ringed with a white glow, and the remaining amounts of each type of ammo appear in the lower right corners of the icons.

Ammunition Types		
ICON	AMMO	EFFECT
	Solid Balls	Inflicts severe damage on the hull of a ship
	Chain Shot	Highly effective against the sails of a ship
	Grape Shot	Causes mass casualties among the crew and marines aboard a ship
	AI Ammo Select	Allows the AI to choose the best ammo for the attack (not available in DC Mode)

Weather

Pay attention to the weather conditions listed in the pre-battle screen. Weather has a tremendous effect on ship-to-ship combat, especially when all the ships depend on wind as their means of locomotion.

Wind

Strong wind has two effects on your ships during combat:

- It slows you down when you're sailing into the wind and speeds you up when you're sailing with the wind, so take that into account when navigating. If you're trying to flee from combat, sail with the wind, not against it.

- If the wind is blowing perpendicular to the line of the shot, it can blow your cannon fire off target. Adjust your fire to compensate for it. For example, if the wind is blowing from the west and you're firing south, aim slightly west of your target. You should also go with a medium or wide firing arc in strong winds to increase your odds of doing at least some damage to your target.

Limited Visibility



Whenever you're forced to fight in the rain or at night or in a fog, your visibility is limited, which reduces the accuracy of your shots. It also makes it harder for you to visually identify your enemies, so rely on the Compass for their locations.

Choppy Seas



When a storm kicks up, the sea gets choppy. High waves cause another combat complication—if you fire at the peak of a wave, your shot may well travel directly over your target. During times when the sea is choppy, use DC Mode as much as possible and time your shots carefully, firing when your ship and its target are at roughly the same height. If you leave the firing in the hands of the AI in RTS Mode, you might find your fleet wasting a lot of ammo.

Morale

Each ship has a morale value, indicated in the ship information box in the lower right corner of the screen when you select a single ship. As the ship suffers damage and its crew and marines are killed, its morale score drops. If the ship's morale reaches 0, the ship automatically turns and flees. Keep up the morale of your crew by keeping them out of harm's way or by turning the tide of battle in their favor.

Fleet commanders with the Rally and No Surrender skills can use them to compensate for the effects of low morale. Crews with high combat experience have bonuses to their morale.

Combat Tips

- Because you cannot see the condition that your enemy's ships are in from the pre-battle screen, you should always assume that they're fully repaired and carrying the maximum load of marines. If you still think that you can take them, go ahead with the battle. If not, cancel the battle.
- Tactical ship-to-ship combat can be a little on the tedious side, especially if you're at war with more than one rival and you've been fighting a lot of battles. But you should always avoid the temptation to automatically resolve the battle if at all possible. Manually fighting the battle will almost certainly result in a more profitable

outcome with less damage and fewer casualties to your fleet. And remember, your fleet commander and crew only earn experience if you fight the battle manually; they get no experience from an automatically resolved battle.

- Pick your battles carefully. Combat has diplomatic consequences, and war is the enemy of trade. Not only do you have to spend money on warships, marines, and port improvements that you might have otherwise avoided, you also run the risk of having your trading vessels attacked and sunk by your enemies. If you must go to war with a rival, be sure that it's for a very specific reason (to conquer important ports that they control, to push a weak company out of business, etc.), and try to form alliances with other companies prior to engaging in battle in order to keep them on your side.
- Your best tactic in battle is to order several of your ships to attack a single enemy ship. No matter how close a ship is to sinking, its cannons still fire at full strength, so leaving a ship crippled but still able to return fire makes it just as dangerous as a completely healthy ship with the same armaments.
- The closer you are to an enemy vessel when you fire, the more damage you will inflict because your cannon fire will be more accurate at close ranges.



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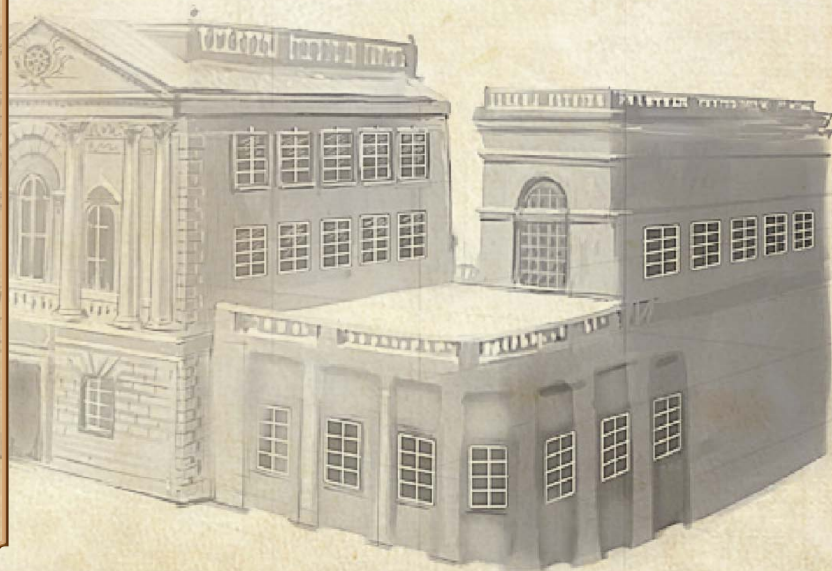
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- Generally speaking, unless it would leave you hopelessly out-matched, order your ships to attack the enemy ships nearest to them at the start of the battle. Remember, your ships' cannons are located on their port and starboard sides, not on their bows. So if you have to sail within range of a ship, you also have to then turn 90 degrees once you're within range before you can fire on it.
- If the closest ships are too strong for your ships to fight, use your smaller ships to lure the enemy ships toward your larger warships, and order your warships to attack the enemy ships so you don't waste any time waiting for the enemy to come within range.
- The best way to win a battle is to go into it with a huge advantage—bigger ships, more experienced crews, and a more skilled fleet commander. Don't be reluctant to pick on the little guy. You'll suffer fewer crew and marine losses, your ships will sail out relatively unscathed, and you'll earn treasure and experience by the boatload.
- Winning quick, decisive battles is the best way to level up your crews. Remember, the more crew members you lose in a fight, the more experience you lose when you replace them. Going up against rival fleets that match you evenly gives you the opportunity to earn more experience, but if you lose half your crew in the process, the point is moot.
- Want to level up your crews and fleet commanders without earning the ire of your rival companies? Go after pirate fleets. Nobody cares how many of them you destroy, and you'll earn the same amounts of experience as you would from fighting the same ships under the command of a rival company.
- If things are looking bad for one of your ships, but it's extremely close to a strong enemy vessel, you can order the ship to sail directly into the enemy and ram it. This inflicts severe hull damage to both ships, but if you're not averse to losing one of your own vessels, it might just take your enemy with it.

- Remember that ships cannot stop on a dime. After you click Stop, the ship will continue to drift for some time. Don't attempt any tight maneuvers through narrow spaces, or you'll probably wind up ramming something and damaging your hull.
- If you are trying to flee from a battle, you might consider dumping your cargo to speed your vessel along. To do this, select your ship and then click Cargo in the ship information box in the lower right corner of the screen. Click Dump Cargo in the window that appears.
- When fleeing, don't sail directly past the port or starboard side of an enemy vessel (they'll shoot you), and try to sail in as straight a line as possible to keep up your momentum.



DIPLOMACY

Diplomacy is the art of getting what you want from your rivals without having to resort to warfare. By strategically playing the seven other East India Companies off each other, you can accomplish for little or no cost what you otherwise might have to spend millions of pounds of warships and materiel on. Through diplomacy, you can also open up your rivals' ports to resupplying and trade, instantly purchase Main Trade Items or ports, sell assets to raise money quickly, and much more. While there can be something viscerally satisfying about seizing what you want in battle, a truly skilled Governor General will use diplomacy to get what he wants before having to resort to cannon fire.

Diplomacy Menu



All diplomatic actions that you initiate are handled through the Diplomacy menu, which you access by opening the Game Info menu and clicking the Diplomacy tab. (Diplomatic offers made by your rivals appear in your Mailbox.) The left side of the Diplomacy menu presents

a quick information view of your current diplomatic situation. Tabs on the right side of the Diplomacy menu show information about the other companies in the game; click each company's tab to see information about it.

Quick Information

The quick information section of the Diplomacy menu lists the money in your Treasury, the number of warships and transports you have, the number of ships you've lost and destroyed, the number of ports you control, and the amount of trade you've conducted. Below that is a quick-reference list of your diplomatic status with other companies. There are eight different levels of diplomatic status:

- **Resigned:** The company has closed down its operations; it has no fleets or Home Port and is no longer a factor in the game.
- **Alliance:** The strongest level of diplomatic relations you can have. Allied companies can trade in each other's ports and use them to repair and resupply their ships.
- **Pact:** Not quite as strong as an alliance, a pact doesn't allow you to trade in that company's ports, but you can resupply your ships there on long voyages.
- **Friendly:** The company is inclined to think positively of you and is unlikely to take action against you, but you cannot enter their ports.
- **Neutral:** The company has no opinion of you one way or the other, and it wouldn't take much to influence their opinion of you for the better or worse.
- **Reserved:** You have an uneven history with the company, with good and bad elements to it, and they don't know how to view you.
- **Hostile:** It's not a declaration of war, but it's close. The company's fleets will not preemptively attack yours, but it wouldn't take much for a rival company to persuade them to declare war on you. Improving your relations with the company will be costly.

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- **At War:** If your fleets encounter the company's warship fleets, they will be attacked. The company will also try to conquer your ports and enlist other companies in their war against you.



To see why the company feels that way about you, click +/- next to the company name. This brings up a window that displays your recent diplomatic interactions with the company. Actions with a green arrow next to them are positive interactions; red arrows indicate negative interactions.

Examples of Positive Diplomatic Interactions

- Forming a pact with the company
- Forming an alliance with the company
- Making a diplomatic offer that was a good deal for both companies
- Accepting a diplomatic offer from the company

Examples of Negative Diplomatic Interactions

- Attacking the company's fleets
- Attacking the company's ports
- Declaring war on the company
- Threatening the company with war

Negotiation



To make a diplomatic offer to another company, click that company's tab in the Diplomacy menu to make it active, and then click Negotiate. This takes you to the Negotiations screen, where your company is represented on the left side and the other company is on the right side.

Create the offer by dragging items from the left side of the menu into the "You Offer" field and items from the right side of the menu into the "They Offer" field. A balance bar at the top of the menu gives you an idea of how likely the company is to accept your offer. Keep adding and removing items to and from both fields until the balance bar is at least slightly green. If it's red, there's almost no chance that the offer will be accepted. If the bar is fully green, you're giving away too much.

Note

If you're dealing with a weaker company, you can increase the likelihood of your offer being accepted by checking the "Threat with war" box, but whether or not the company accepts your offer, it will damage your diplomatic relations with them.

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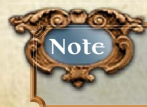
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Items that can be offered in negotiations include money, ports, Main Trade Items in your Home Port Warehouse, pacts and alliances, offers to break pacts and alliances, and declarations of war. Be sure that you understand exactly who's offering what when you add these items to the offer fields; it's easy to get confused by some of the diplomatic items that can be offered:

- If **you** offer "Break pact with (company)" or "Declare war to (company)," **you** are offering to have **your** company break the pact with or declare war on that company; you are **not** asking **them** to break the pact or declare war.
- Likewise, if **they** offer "Break pact with (company)" or "Declare war to (company)," the offer would affect **their** diplomatic relations with that company, not yours.
- Dragging "Alliance" or "Pact" into the "You Offer" field means that you're offering to form an alliance or pact with the other company. Depending on your company's relative power, this might be an asset or a liability in negotiations.
- MTIs can only be offered as part of the negotiations if they're in a Home Port Warehouse. If the negotiations are successful, the MTIs are transferred to the other company's Home Port Warehouse.



Note

You can only ask a company to declare war on a third company if you are already at war with the third company.

To make the offer and see if it is accepted, click Offer; if the deal goes through, item transfers and agreements are executed instantly. To clear all items from the negotiating table and start from scratch, click Clear. To break off negotiations without making an offer, click End Negotiations or close the Negotiations screen.

Company Power

Before entering into any negotiation, know where your companies stand in relation to each other by opening the Game Info menu and clicking the Statistics tab. Click the buttons on the left side of the window to see how the companies stack up in the following categories:



- **Wealth:** The total value of the companies' Treasuries and all cargo (Home Port value)
- **Ships:** The number of warships and tradeships currently commanded by the company
- **Ships Destroyed:** The number of enemy tradeships and warships destroyed by the company in battle
- **Ships Lost:** The number of warships and tradeships the company has lost to battle or misfortune
- **Ports:** The number of ports currently ruled by the company
- **Company Power:** An overall valuation of the relative strength of the company that takes the other five categories into consideration

Declaring War

If you want to declare war on another company, simply open its tab in the Diplomacy menu and click Declare War (you can also sever pacts and alliances by clicking Break Pact or Break Alliance in this same area). You don't have to formally declare war in order to attack a company's ports and fleets; they'll save you the trouble by declaring war themselves if you do it enough.

Diplomacy Tips

- Maintain at least one or two strong alliances with rival companies whenever possible. This ensures that their ports are available for you to trade in and resupply your ships at their Shipyards.
- It is easier and cheaper to make a pact or alliance with a company that is less powerful than you than it is to persuade a more powerful company to share its success with you.
- Negotiate carefully. If a company rejects your offer, you may not be able to negotiate with them for some time. If it's an important negotiation, save your game just before entering into negotiations and reload it if the negotiations fall through.
- Accumulating pacts and alliances has a less obvious benefit during negotiations—you can offer to break these agreements when dealing with a company that is hostile to the company that you have the agreements with.
- The value of a port in negotiations depends on the improvements that have been made to it, as well as the MTI sold there. When a port changes hands in negotiations, all its buildings remain at their current levels.
- Whenever you go to war with a company, make every effort to get at least one other company to declare war on it, too. Even if it means giving up a valuable port or a huge quantity of MTIs, there's no faster or better way to overwhelm an enemy company than to get other companies to join you in attacking it.

VICTORY CONDITIONS

There are three ways to emerge victorious in any campaign: Seize control of all Indian ports, run every other company out of business, or survive until the end of the campaign having achieved all required campaign goals.

Occupy All Indian Ports

If you can manage to take control of all 12 Indian ports and keep control of all of them for 10 consecutive years, you win. Since these are the most highly coveted ports in the world, it's not an easy task, but here are a few tips for getting the job done:

- Don't rush. Although Indian ports are never easier to conquer than at the start of a campaign, you'll quickly overextend yourself if you get too greedy. You won't have the resources to develop or defend them properly.
- Once you take control of an Indian port, develop its defenses by building and upgrading its Garrison and Fort, and make sure that your trade routes provide plenty of income to afford the annual upkeep costs of the structures.
- Don't move on to conquering another Indian port until all your other Indian ports have at least a level 3 Fort and Garrison. Otherwise, your warships will be run ragged defending your existing holdings and trying to conquer and hold new ports.
- Diplomacy becomes more important as you acquire more Indian ports. If you are open to forming alliances with other companies, they'll be less likely to take a dim view of your conquests because they'll still be allowed to trade in those ports.
- Assign warship fleets to patrol routes just off the Indian coast, and set their AI Behaviour to Hostile. This ensures that they will attack pirates and fleets of companies that you are at war with, but they won't pick fights with neutral or allied fleets.

- If you have a vast quantity of money and MTIs in your Home Port Warehouse, try to use them to buy an Indian port from another company that's down on its luck through the Diplomacy menu. You'll have to offer a sweetheart deal to make it happen, but it's much less messy than seizing a port by force.

Drive All Other Companies Out of Business

When a company cannot turn a profit for an extended period of time, its home country revokes its trading charter and the company is forced to close up shop. If you can force all your rivals out of business, you win the trading wars. These tactics will help to ensure that you are the last company standing:

- Use diplomacy to isolate one company at a time. Use bribes of cash, MTIs, and ports to convince other companies to declare war on that company and hound its fleets and ports relentlessly until it cannot afford to keep going.
- As in ship-to-ship combat, pick off your weakest rivals first. Consult the Statistics tab of the Game Info menu regularly to keep an eye on which companies are at the bottom of the power rankings and target them accordingly.
- Try to keep most of your rivals in pacts or alliances with your company so that you can focus on taking out one company at a time. This also keeps your trade routes from being significantly disrupted.
- A company's most valuable and profitable ports are always its Indian ports, followed by its Arabian and African MTI ports. Seize these ports to cut into the company's income dramatically.
- You can also cut these ports off from trade by setting up warship patrol routes near them and setting your fleets' AI Behaviour to Hostile. That way, you can destroy the company's trading vessels as they try to dock in the ports, but the company still has to pay the annual upkeep on the ports' buildings.

- Once you are in a dominant position with only a few other companies still in the game, choke off their trade routes by setting up warship patrol routes around the Indian peninsula and the Cape of Good Hope at the southern tip of Africa.

Achieve All Required Campaign Goals

At the start of each campaign or the start of each chapter in the Grand Campaign, you are given a list of primary and secondary campaign goals that must be achieved by the end of that campaign or chapter. You can view your progress toward these goals by viewing them in the Campaign Status tab of the Game Info menu. Here are some tactics for ensuring that you'll meet your requirements within the time limits imposed on you by the campaigns:

- Remember that you only need to complete two of the secondary goals. Don't go out of your way to complete a third or fourth secondary goal if it would compromise your strategy. For example, don't attack a rival's fleets to complete a secondary goal that requires you to sink a number of enemy ships if you're trying to stay out of combat.
- Find ways to work toward multiple goals at once. If you are required to conquer an Indian port and import a certain amount of a Main Trade Item, conquer a port that offers that MTI for export to secure a source for the MTI, and then upgrade its Trading Post to ensure a larger supply and a cheaper price for that MTI.
- If you are required to have a certain number of Indian ports under your control and you lose one of them just before the deadline, you might fail the campaign if you can't recover it quickly. Always control at least one more port than your goal demands to protect yourself against this, and build and improve Garrisons and Forts in your Indian ports to secure them.

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When choosing between trade-based secondary goals, remember that you also have to maintain a good income stream for your company. Importing Ivory might be easier than importing Spices, since Ivory-exporting ports are much closer to your Home Port, but Spices are worth a lot more than Ivory, and your export items sell for a better price in Spices-exporting ports.

If you want to complete a goal that requires you to sink or capture a certain number of enemy ships, but you're trying to maintain good diplomatic relations with your rivals, target pirate fleets instead of company fleets. Set up warship patrol routes outside of pirate ports with your fleet AI Behaviour set to Hostile, and cancel any attack that you initiate that isn't directed at a pirate fleet.



SINGLE PLAYER



Clicking “Single Player” on the Main Menu gives you three game options:

- **Campaign:** Select one of several different time periods to play through and establish a trading empire
- **Battle:** Set up a fleet-to-fleet battle with any combination of ships that you choose
- **Quick Battle:** Jump into a random battle where the ships in each fleet are chosen for you

CAMPAIGN

A campaign is an extended trading war that takes place primarily in the strategic level. Each campaign gives you a set amount of time to accomplish certain objectives. Failing any primary campaign goal results in an unsuccessful end to your campaign. Campaigns can be saved at any

time except during a battle, and you have six save slots to use, as well as two other slots that are used for quick saves (press **F4** to quick save) and autosaves.



Make the most of the six saved game slots available to you.

Tip

Make the most of your multiple save slots and save in a new slot each time. Once all six are filled, overwrite the oldest saved game with your most recent save. Because it's hard to dramatically reverse the fortunes of your company in a short period of time, you may need to go back two or three saved games to take your company in a different direction if it looks like you're about to fail a campaign objective.

Campaign Options



Once you choose to play a campaign, you have five options to select before you can begin: the type of campaign you want to play, the nation you want your company based in, the difficulty of the campaign, the realism of the fleet-to-fleet battles, and whether or not you want to have game tips automatically displayed during the game.

Select Campaign

There are four different campaigns for you to choose from, each taking place during a different era in the 17th and 18th centuries:

Grand Campaign (1600-1750): The Grand Campaign is the primary campaign mode in the game. It covers a span of 150 years, from 1600 to 1750. At the start of the campaign, all companies are newly founded with equal opportunities. Trading in India has just begun, and every company is trying to get a foothold in the business. Hostilities between companies are somewhat nonexistent in the beginning, but there is a storm brewing, as resources are limited.

Struggle for Domination (1700-1750): In this campaign, you take over the reins of your company in the year 1700. The company's position is stable but far from secure, and your goal is to make your company the dominant East India Company by the year 1750. Only three other companies still exist to compete against, but you'll soon find that having fewer rivals allows them to focus their attention more squarely on you.

Battle for Resources (1650-1700): In this campaign, you take over the company in the year 1650. The company has established a foothold in India, but the Crown has asked you to conquer even more ground. You have 50 years to bring four Indian ports under your control and import the required amounts of Main Trade Items into your Home Port.

Free Campaign (1600-1750): This campaign spans the same length of time as the Grand Campaign, but it does not have any specific campaign goals to accomplish along the way. Your only goal is to complete one of three victory requirements: force all other companies to resign, conquer all 12 Indian ports and hold them for 10 years, or survive until the year 1750.



Note Although some campaigns share victory requirements, your goals in each campaign are slightly different. Be sure to pay attention to exactly what you're trying to accomplish in a campaign, and be aware of how much time you have to do it.

Select Nation

Choose the European nation where your company is based. At the start of each campaign, all nations' East India Companies are equally balanced, and none of them holds an advantage over any other nation's company. The only in-game effect of your choice is the location of your Home Port. And while it's true that some countries' Home Ports are slightly closer to Africa, Arabia, and India than others, the difference is so slight that it's unlikely to have any significant effect on the way that the campaign plays out.

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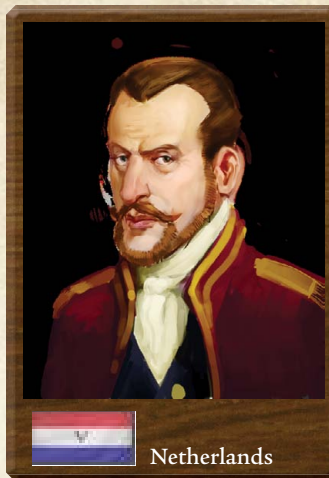
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Your choice of nation is primarily an aesthetic one, and it determines the flag flown by your ports and fleets, as well as the Governor General portrait shown in the Diplomacy menu.



Campaign Difficulty

There are three levels of difficulty in the campaign for you to choose from. Once you select a difficulty level, you cannot change it, so choose wisely.

- **Easy:** Trade items are plentiful and profitable, negative events (like fires that destroy port buildings) happen less frequently, and the enemies that you face in combat are easier to defeat.
- **Normal:** All aspects of the game are balanced at moderate difficulty. This should present a good but not overwhelming challenge to newer players who have this guide as a reference.
- **Hard:** For experienced Governors General only! All aspects of the game are more difficult than normal, from the fleet-to-fleet battles to your ability to conquer and control ports. Successful completion of a campaign at this level establishes you as an elite East India trader.

Battle Realism



There are three levels of battle realism to choose from, which determines the degree of technical proficiency required to wage battle successfully.

- **Arcade:** Recommended for novices. Environmental factors like wind and waves don't impact your fighting prowess as significantly and dramatically as they do on other settings, making for a more streamlined combat experience.

- **Normal:** This setting strikes a balance between the Arcade and Simulation settings and is ideal for players who have completed the battle tutorial and gotten a few battles under their belts.
- **Simulation:** A hardcore, realistic recreation of naval battles of the era, where the physics of momentum, wind, and wave heights are factored into combat to an exacting level of detail. Advanced players should choose this option to hone their battle skills to a razor's edge.

Display Tips

If this option is checked, the game will display tips whenever you take a certain action or view a menu for the first time. For example, the first time you click on your Home Port, a tip about the importance and uses of your Home Port appears. Each tip appears only once, and disappears forever after you click Close.



Note

If you want to view tips for any menu screen at any time, click the question mark icon in the upper right corner of the menu.

The Grand Campaign (1600-1750)

The Grand Campaign is divided into several chapters, each of which spans several years of game time. In each chapter, you have primary goals that must be achieved by the end of the chapter, or the campaign will come to an unsuccessful end and you will have to resume from a saved game. You also have several secondary goals and must achieve some (but not all) of them within the same time frame.



Your campaign goals are announced at the start of each chapter, and you can view them at any time by choosing the Campaign Status tab on the Game Info menu. The Campaign Status tab not only shows your progress toward the completion of your primary and secondary goals, but also lists any optional missions that you might have accepted; for more information on these missions, see the “Optional Missions” section of this chapter.



From the Campaign Status tab, you can also view the Achievements that you have earned thus far in the campaign and see which ones you have yet to achieve. For more information about the in-game Achievements and tips for how to win each, see the Achievements chapter of this guide.

Note

The Grand Campaign opens with a series of basic tutorial missions that guide you through the process of accessing your Home Port, building your first ship, assigning it to a fleet, and sailing to India. You can elect to skip these tutorials at the start of the Grand Campaign if you already know how to do all these things. If you choose to accept the tutorial missions, simply follow the steps as they appear on the screen. If you forget what your current tutorial mission is, look in the Campaign Status tab of the Game Info menu. There is no in-game reward or penalty for accepting or declining the tutorial missions; it is purely a matter of your personal preference.

Chapter One: First Steps to India (1600-1615)



To ensure a bright and productive future for the Company, the Crown and Company directors have decided to set goals for you.

By reaching these goals in the given time, you ensure that the Crown and Company directors continue to have faith in your abilities to make our Company dominate the market.

Failing to reach these goals in the given time will result in closing down the Company and all of its operations. In other words: game over.

Campaign Mission Goals:

Primary Goal 1: Import 50 tons of Porcelain

Primary Goal 2: Import 50 tons of Silk

Secondary Goal 1: Import 50 tons of Tea

Secondary Goal 2: Import 50 tons of Spices

Secondary Goal 3: Sink or capture one enemy ship

You must complete both primary goals and at least two secondary goals by 1615.

You will get a reward of 50,000£ when you reach India for the first time.

Starting Out



ships in the game. Their limited cargo space won't be an issue because you only need to import 50 tons of each mission-critical Main Trade Item.

If you follow the campaign tutorial, it instructs you to build a Cutter in your Home Port Shipyard and assign it to your first fleet. This is a good way to start out, even if you choose not to use the tutorial. Although the Sloop has twice as much cargo capacity, the Cutter has a stronger hull and more light cannons, which you'll appreciate if things get off to a rocky start. Once you have the necessary funds, investing in a fleet of Cutters and Sloops is a good idea because these are the fastest

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As you start earning more significant income from your trade routes and optional missions, invest in Schooners and Xebecs. Schooners are available from the start of the campaign, with no unlock cost associated with them; they're only 25,000£ per ship, and they have a 40-ton cargo capacity. Xebecs have an initial unlock cost of 60,000£ and cost 30,000£ each, but they're only slightly slower than Schooners, and they have 12 medium cannons each. You can either fill the

Xebecs' 30-ton cargo holds with marines (if you're planning on trying to capture some enemy ships in battle), or you can leave their cargo holds empty and use them as well-armed merchant ships.

Primary Goal: Import 50 Tons of Porcelain



in one trip, as can a fleet of two or three Schooners and Xebecs. But don't wait until you have multiple ships in your fleets—send a fleet of one or two ships out while the rest are being constructed (or you're

One of your two primary goals is to import 50 tons of Porcelain. There are only two ports that offer Porcelain for trade: Port Blair and Aceh, both of which are small Indian islands on the extreme eastern edge of the game map. A fleet of four or five Cutters and Sloops can import the required amount

waiting for the funds to be able to afford to build them), and add additional ships to the fleets when they return to your Home Port.

Primary Goal: Import 50 Tons of Silk



The three Indian ports that offer Silk for trade are Yanam, Vizagapatam, and Calcutta, located along the Bay of Bengal on the eastern coast of India. Once you have fulfilled your goal of importing 50 tons of Porcelain, reassign the fleet that imported the Porcelain to a trade route with a Silk-

producing port. Because 50 tons is such a small amount of Silk, you should be able to do it in one or two voyages to India, depending on the size of the fleet you send and the capacity of their cargo holds.

Secondary Goal: Import 50 Tons of Tea



You have your choice of three ports for importing Tea: Cochin, Madras, or Masulipatam, all of which are located along the Indian peninsula. Unless there is a significant price difference in the prices of Tea at these ports (which you can check on the Trade Info tab of the Game Info menu), you should visit

Cochin, because it is slightly closer to your Home Port than the other two ports. The same fleets that imported your required amounts of Silk and Porcelain can be used for this secondary mission, but be sure to import the Silk and Porcelain first, because those are primary campaign goals, and importing 50 tons of Tea is a secondary goal.

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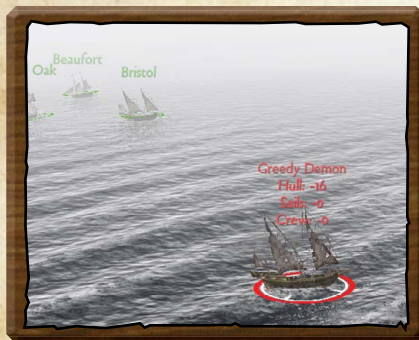
Secondary Goal: Import 50 Tons of Spices



The Spice-exporting ports are Goa, Bombay, and Surat, all of which are located on the western coast of India. If you decide to complete this secondary campaign goal, pick whichever port is offering Spices at the lowest price. If the prices are the same at all three ports, trade with Goa because it's ever so

slightly closer to your Home Port. Be sure to complete both primary goals before moving on to this secondary goal.

Secondary Goal: Sink or Capture One Enemy Ship



Because you only need to complete two of the three secondary goals to satisfy the requirements of the first chapter of the Grand Campaign and because the other two secondary goals are nearly identical to both your primary goals, this is the secondary goal that you should save for last. Also,

you should use a fleet of four or five Schooners and Xebecs to guarantee completion of this goal, and those will take you a few years to be able to afford.



The best way to satisfy the conditions of this secondary goal is to order your Schooners and Xebecs to patrol a route around the island pirate ports of Ifaty and Tamataue with their AI Behaviour set to Hostile. This ensures that they will chase and attack any pirate fleets that sail into their vision range, but they won't attack any other companies' fleets unless you are at war with those companies, which you shouldn't be this early in the campaign.

The other reason to avoid attacking other companies' fleets is that there is a temporary moratorium on inter-company combat at the start of the Grand Campaign. If you attempt to attack another company's fleet, a warning message from the Crown appears, advising you against taking that action and warning you of sanctions if you choose to continue.



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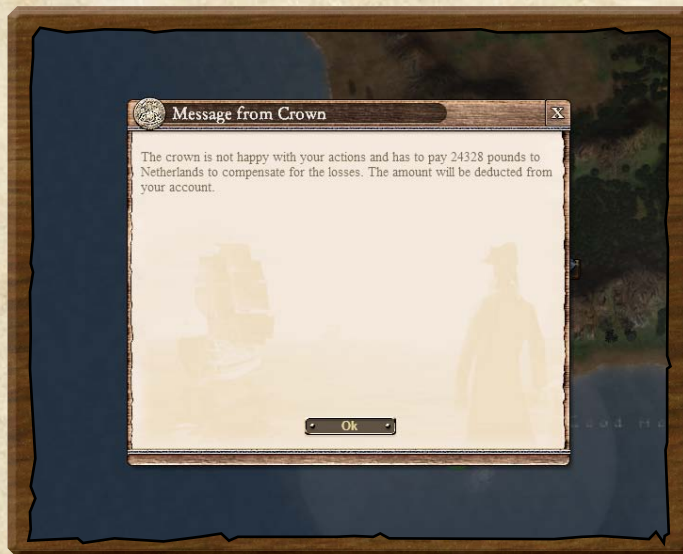
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If you ignore this warning and seize or destroy ships in the rival company's fleet, you are fined an amount equal to the value of the ships and cargo lost. This also negatively impacts your diplomatic relations with the company in question, as well as any companies that are allied with them. So even if you plan on pursuing a militaristic strategy from the get-go, you're still better off waiting until you receive a message in your Mailbox advising you that the penalties for attacking other companies' fleets have been lifted. At this point, attacking their fleets still hurts your diplomatic relations, but you don't have to worry about the steep financial penalties for successfully battling rival fleets.

Special Mission: Capture Indian Port



Within the first couple of years of the Grand Campaign, you are presented with a fleet of five Galleons and ordered to use them to conquer any Indian port within three years. Doing so not only gives you control of your first Indian port, but also awards you a 50,000£ bonus.



It is recommended that you use this fleet of Galleons to capture an Indian port that sells Silk or Tea. Not only are these consistently two of the most valuable MTIs in the game, but two of your secondary missions in the next chapter of the Grand Campaign require you to import a large quantity of

each. Having a Tea- or Silk-producing port under your control guarantees that you will have access to those MTIs when you need them.

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When you receive this mission, most (if not all) of the Indian ports should have an upgrade level of two stars, indicating that their defenses should pose no threat to your Galleon fleet; the power balance bar on the pre-battle screen should confirm this. Save your game just before initiating the attack (and reload the game if the attack fails for any reason). Once you've conquered the port, you earn the 50,000£ mission reward, but you lose the Galleon fleet, so be sure to build a Garrison in the conquered port as soon as possible and improve its defense.

Completing Chapter One



When January 1615 rolls around, you receive a “mission successful” message if you were able to complete both primary goals and at least two of the three secondary goals. This message comes with a reward of 50,000£, which is deposited immediately into your Treasury.



Chapter Two: Forging an Empire (1615-1630)



Both the Crown and Company directors are satisfied with your performance so far.

To ensure this state of affairs in the future, you are to reach the following goals. Failure to do so will result in closing down the Company.

Campaign mission goals:

Primary goal 1: Import 300 tons of Porcelain

Primary goal 2: You must have at least one Indian port under your rule

Secondary goal 1: Import 350 tons of Silk

Secondary goal 2: Import 300 tons of Tea

Secondary goal 3: Import 400 tons of Ivory

Secondary goal 4: Sink five enemy ships

You must complete both primary goals and at least two secondary goals by 1630.

General Strategy



As you progress into the second chapter of the Grand Campaign, you need to begin paying more attention to your diplomatic relations with other companies. Pacts and alliances start to become critically important for two reasons. The first is that your rivals make a big push to conquer neutral ports in this chapter, and if you don't have strong diplomatic ties to several other companies, you will find your trade and resupply options extremely limited.



The other reason that you should make a push to form at least a couple of key alliances is that this is the chapter where companies start playing a little rough, and it's likely that you'll wind up with a hostile relationship with at least one of them, which might turn into an all-out declaration of war.

When a company declares war on you (or vice-versa), all companies that have alliances with either company must either echo their ally's declaration of war or they must sever their alliance. Having several strong alliances is the best way to ensure that other companies will support you if you wind up going to war with another company.

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Three good fleets to put together include:

- **Xebecs and Schooners:** You probably have at least one fleet like this already if you've been following this walkthrough.
- **Galleons and Flutes:** These ships each have an initial unlock cost of 150,000£, but you get a lot for your money. Galleons and Flutes have heavy and light cannons, respectively. Although they are some of the slower ships you can build, they also boast very generous cargo hulls (100 and 120 tons) to compensate for their lack of speed. When you are at peace, these fleets make excellent trading fleets. When you are at war, the addition of a few dozen marines to each turns them into a formidable armada.
- **Galleons:** Four or five Galleons with the maximum contingent of marines on board makes for a fearsome fleet of warships. Even if you are not planning on pursuing a military strategy, your rivals might not be so peace-loving. Also, you need to have at least one fleet that can be used to conquer ports, and this should do the trick at this stage.

You should also make a push to add ships and fleets to your company. You can retain your fleets of Cutters and Sloops if you want and use them to import low-weight MTIs like Diamonds and Gold, but as combat becomes a regular occurrence these lightweight ships will find themselves quickly outclassed.



trade, and the faster you can improve your crews' and commanders' performance, the more success you will enjoy as a Governor General.

Primary Goal 1: Import 300 Tons of Porcelain



The amount of Porcelain you have to import to satisfy this goal has increased, but otherwise it is exactly the same as the Chapter One goal that required you to import 50 tons of the MTI. A fleet of Xebecs and Schooners can accomplish this goal in two trips to either Port Blair or Aceh. If both ports are available to you for trade, choose the one whose Porcelain price is lower. If only one is available, trade with that one. If neither is available, use diplomacy or military might to open it up to your company for trade.

Finally, focus on leveling up your fleet commanders and crews in battle. Set the AI Behaviour of fleets containing Galleons to Hostile so that they will automatically attack pirate fleets and the fleets of any companies that you are at war with. Experience is your greatest advantage in combat and

Primary Goal 2: You Must Have at Least One Indian Port under Your Rule



If you successfully completed the Capture Indian Port special mission in the previous chapter of the Grand Campaign, you start the second chapter with this goal already complete, so you don't have to worry about it. If you failed that special mission, assemble a fleet of five Galleons, fill them with

marines, and target any Indian port with an upgrade level of two stars. Silk- and Tea-exporting ports are the most valuable ports to seize in the short term, and holding one also helps to complete the secondary goals of this chapter. Porcelain is a less valuable MTI, but importing 300 tons of it is the other primary goal of this chapter, so seizing Port Blair or Aceh is a good move, especially if both of them are controlled by companies that will not trade with you.

Note

Remember, if you attack a neutral port, you will not suffer any diplomatic fallout, but a failed port attack prevents you from being able to enter that port for several years. Attacking a port controlled by a rival company leads to negative diplomatic repercussions whether or not the attack is successful. If you are already at war with a company, seizing one of their Indian ports deals a severe blow to their viability.

Secondary Goal 1: Import 350 Tons of Silk



If you captured Yanam, Vizagapatam, or Calcutta in the Capture Indian Port special mission from the previous campaign, set up a trade route with that port. Any fleet of more than three ships will be able to complete this secondary campaign goal within three or four years at most. If you do not

have access to any of the three Silk-exporting ports, you need to open them up to trade by forming an alliance with one of the companies that controls them or by conquering the port with a fleet of marine-filled Galleons (which also completes one of your primary campaign goals for the chapter).

Secondary Goal 2: Import 300 Tons of Tea



You might have conquered one of the three Tea-exporting ports in the Capture Indian Port special mission from Chapter One. If so, set up a trade route with that port to import 300 tons of its MTI. Because Cochon, Madras, and Masulipatam are slightly closer than the Silk-

exporting ports and because you only have to import 300 tons of Tea as opposed to 350 tons of Silk, this is an easier secondary goal to accomplish than the previous one. If you are crunched for time and can only choose one of the two goals, make it this one.

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Secondary Goal 3: Import 400 Tons of Ivory



The two Ivory-exporting ports are Tabou and Abidjan, located along the Gulf of Guinea on the southwest coast of Africa. If you still have a fleet of Cutters and Sloops, assign them to a trade route with one of these two ports. Although the ships' cargo holds are very small, these ports are

quite close to your Home Port, so their speed will allow them to make multiple round trips very quickly. You can also use larger, slower ships if you want, but those are best used for the voyage to India because they are better able to fend off pirate attacks.

Tip

You might want to consider capturing one of the Ivory ports. Although it won't count toward any of your campaign goals, it ensures that you will maintain control of a port that exports a mission-critical MTI; it also secures a valuable resupply stop for your trading fleets.

Secondary Goal 4: Sink Five Enemy Ships



If you are pursuing a rigidly pacifistic strategy, this is a secondary goal that you might not want to attempt to complete. As long as you fulfill two of the other three secondary goals, you can complete the second chapter of the Grand Campaign without firing a shot. However, at the very

least, you should assemble a warship fleet of Galleons (or a warship/tradeship fleet of Galleons and Flutes) and have them look for pirate fleets by setting them on a patrol route around pirate ports or setting their AI Behaviour to Hostile and putting them on an Indian trade route. Even if you don't want to fight, that doesn't mean that other companies don't, so you need to start preparing for that eventuality by assembling warship fleets and leveling up their fleet commanders and the combat level of their crews.

Note

Although the goal doesn't explicitly say it, enemy ships that you capture via boarding action during combat count toward this total as well.



If you've got a fleet or two of warships, you might consider declaring war on a hostile rival and setting the AI Behaviour of those fleets to Hostile. This ensures that your fleets will pursue and attack only the fleets of pirates and companies that you are at war with. Most fleets contain between one

and three ships at this stage in the campaign, so overwhelm them with fleets of four or five Galleons or Flutes to crush them. You shouldn't have to fight more than a handful of battles to complete the secondary campaign goal, but feel free to continue fighting after that to remove a rival company from the game and level up your crews and fleet commanders.

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Completing Chapter Two



Successfully completing the second chapter of the Grand Campaign by satisfying the requirements of the two primary goals and at least two of the four secondary goals earns you a 250,000£ pat on the head from the Crown. This amount is deposited immediately into your Treasury and provides a

nice cash bonus for the start of the third chapter.

Chapter Three: Growing Demands (1630-1650)



Both the Crown and Company directors are satisfied with your performance so far.

To ensure this state of affairs in the future, you are to reach the following goals. Failure to do so will result in closing down the Company.

Campaign mission goals:

Primary Goal 1: Import 1,500 tons of Silk

Primary Goal 2: You must have at least two Indian ports under your rule

Secondary Goal 1: Import 1,000 tons of Porcelain

Secondary Goal 2: Import 1,000 tons of Tea

Secondary Goal 3: Import 1,900 tons of Exotic Furs

Secondary Goal 4: Sink 10 enemy ships

You must complete both primary goals and at least two secondary goals by 1650.

General Strategy



As the Grand Campaign progresses into its third chapter, expect combat to become even fiercer. If you've been doing well and consistently rank toward the top of the various categories in the Statistics tab of the Game Info menu, jealous rivals will attempt to undercut you with declarations of war and

may try to conquer ports that you hold. Enemy fleets will be larger than in previous chapters, and they will contain a better quality of warship.

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them. Frigates can't carry quite as much cargo as Galleons or Flutes, but they're faster, stronger, and much more heavily armed.



three other companies ensures that you will have access to their ports for trade and resupplying, and maintaining a healthy cash balance in your Treasury makes it possible to bribe even the most stubborn companies into alliances.

In addition to the primary and secondary campaign goals that you must achieve, you should set a personal goal to have between six and eight fleets by the end of the chapter. Two of them should be dedicated warship fleets, and at least two others should be multipurpose fleets that can be pressed into combat service if necessary. If you can afford to unlock and build Frigates (200,000£ to unlock; 100,000£ per ship), start building them and phasing out Galleons and Flutes with

Diplomacy becomes even more important in this third chapter than it has been so far. You will probably wind up at war with at least one company whether you want it or not, and most neutral ports will have been conquered by a company by the end of this chapter. Forming alliances with at least two or



tion becomes. Conquering an Exotic Fur-exporting port also helps you to achieve one of your secondary goals (importing 1,900 tons of Exotic Furs).

Primary Goal 1: Import 1,500 Tons of Silk



this chapter, as opposed to the 15 years that the previous two chapters allotted you. If you dedicate one large fleet to a trade route with Yanam, Vizagapatam, or Calcutta at the start of the chapter, you should have no trouble hitting the goal's requirement by the end of the chapter.

Finally, be sure to use your warship fleets to conquer a few more ports. At least one of them should be an Indian port, which satisfies a secondary campaign goal, but African ports are also important because they guarantee resupply routes for your fleets no matter how dire your diplomatic situa-

By now, you should be an old hand at Silk-importing missions because this is the third one you've had to complete. The strategy is no different; only the amount of Silk has changed. It might seem like 1,500 tons is a lot of Silk to import (and it is), but remember that you have 20 years to complete

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Primary Goal 2: You Must Have at Least Two Indian Ports under Your Rule



By the time 1650 rolls around, you must control at least two Indian ports. The first one was a gimme; the second requires a robust warship fleet. A five-Frigate fleet is recommended, with each ship carrying the maximum complement of marines. A crew with combat experience and a fleet

commander with the Conqueror skill will only improve your odds of victory. Target a port that exports Porcelain, Tea, or Silk because these are the three mission-critical MTIs for this chapter. It should have a low upgrade level (two stars, ideally) and either be neutral or controlled by a company that you're already at war with, to avoid negative diplomatic repercussions.

Note

If you attack another company's port, remember that they may have a warship fleet docked in the port to protect it. You must defeat that fleet before you can attack the port. If the battle leaves your fleet in rough shape, return to a friendly port and make repairs before attempting to conquer the port again.

Secondary Goal 1: Import 1,000 Tons of Porcelain



You've imported Porcelain in previous missions, so use the same tactics and techniques to accomplish this secondary mission. If you conquer the Porcelain-exporting port before you commence your trade route, you will also satisfy the requirements of one of the primary goals for the chapter.

Secondary Goal 2: Import 1,000 Tons of Tea



If you already own a Tea-exporting port, fulfilling this goal should be a breeze. Set up a trade route with the port, and upgrade its Trading Post if you want to get a better deal on the MTI and increase the amount that is available for trade. As with the Silk and Porcelain goals, setting up one trading

route with a Tea-exporting port should allow you to complete this goal long before 1650.

Secondary Goal 3: Import 1,900 Tons of Exotic Furs



Zanzibar, Mogadishu, and Mozambique all export Exotic Furs, so establish a trade route with one of them if you want to accomplish this secondary goal. Although 1,900 tons is a lot of any one MTI to import, conquering a poorly defended port with that MTI makes it easier to maintain

a stable trade route. It has the added benefit of securing you a reliable resupply port in eastern Africa. Because Exotic Furs aren't the most lucrative MTI, try to accomplish the entire goal with one trade fleet to leave your other fleets on more profitable trade routes. If you're not even halfway to the goal by 1640, assign another trading fleet or two to the route or give up on the goal. Remember, you only need to accomplish two of the four secondary goals.

Secondary Goal 4: Sink 10 Enemy Ships



With the way that the competition heats up in this chapter, you'll probably wind up at war with at least one other company for a good portion of it. If you pursue a vigorous counter-offensive (or just go on the offensive yourself), you should be able to sink 10 ships easily in the 20-year span of the chapter.

Tip

Ships that you capture in battle with boarding actions also count toward this goal. If you send a fleet of four warships into battle, you can sink most of the enemy ships, capture one, add it to your fleet, bring it back to one of your ports, fix it up, and sell it for a profit. This is a good way to transport any valuable trade items that you seize during the boarding action as well.

Completing Chapter Three



When January of 1650 comes, you are awarded 500,000£ if you successfully completed both primary campaign goals and at least two of the four secondary campaign goals. This completes the third chapter of the Grand Campaign.

Chapter Four: Business as Usual (1650-1700)



Both the Crown and Company directors are satisfied with your performance so far.

To ensure this state of affairs in the future you are to reach the following goals. Failure to do so will result in closing down the Company.

Campaign mission goals:

Primary goal 1: Import 4,000 tons of Tea

Primary goal 2: You must have at least three Indian ports under your control

Secondary goal 1: Import 6,500 tons of Silk

Secondary goal 2: Import 3,750 tons of Spices

Secondary goal 3: Import 7,000 tons of Coffee

Secondary goal 4: Sink 20 enemy ships

You must complete both primary goals and at least two secondary goals by 1700.

General Strategy



This chapter is really a make-or-break chapter for your company and your campaign. By the end of this chapter, you should have no more than three rivals left in business, ideally. Use the Statistics tab to view the companies' relative power and target the weakest companies for eradication. You

must use three strategies in conjunction to accomplish this aim—military might, diplomatic tactics, and financial warfare.

Your military strategy must revolve around using your warship fleets to obstruct your targeted rivals' trade operations in several different ways. First, be sure to declare war on the rival that you want to eliminate, and then set the AI Behaviour of any warship or warship/tradeship fleets to Hostile, which will cause them to attack that rival's fleets on sight.



Tip

Remember, you can always choose to back out of a battle that you initiate if your fleet is too low on ammo or too beat up to stand a chance in the fight, or if the enemy fleet's ships clearly outmatch your own.

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Not only should you attack rival fleets whenever possible, you should also target the ports that they have conquered. A five-Galleon fleet with combat experience and a full complement of marines should be able to take over any port with a three-star upgrade level or less. If your crews are especially experienced and your fleet commander has the Conqueror skill,

you might even be able to overrun a four-star port.

Also, assign at least one warship fleet to a tight patrol route circuit near your enemy's Home Port. While you can't take over their Home Port, you can destroy any of their fleets that try to enter or leave it, which accomplishes much the same objective. Also, you can be sure to catch any of their trading fleets that slipped by your other warship fleets or successfully fled from battle.



In conjunction with your military strength, use diplomacy to your advantage to isolate and hinder your enemies. Start from a strong diplomatic base—budget a generous amount of your income to form alliances and pacts with other companies, assuring your fleets of resupply routes and ports for repairing ships.



Bribe your allies to declare war on the same companies on which you have declared war. The less friendly of a relationship that your allies have with the company that you're at war with, the easier (and cheaper) it is to get them to join you in your war against them. Ideally, you want to have every other

company at war with your enemy, but that's usually not financially feasible. A good goal is to recruit at least half of all companies to declare war on the same rival that you've set your sights on.



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ports for trade or resupplying and repairing their fleets.



fleets makes it impossible for them to import or export trade goods. If you keep up the pressure long enough, their country's government will revoke their charter and force them to resign.

If you find yourself stretched a bit thin financially and can't afford to bribe your allies into an actual declaration of war, try to get them to at least break any pacts or alliances that they might have formed with your enemy. That way, at least your rival will be denied the use of other companies'

The ultimate goal of all these actions is, of course, to make it unprofitable for your enemy to continue doing business. Keeping them from accessing Indian ports deprives them of the greatest sources of trade revenue in the game and restricts them to much less profitable trade routes. Destroying their



diplomatic relations with as many rivals as possible. Remember, pacts and alliances don't just prevent your fleets from being attacked, they also expand your options for resupplying and repairing your ships, as well as allowing you to trade in rival-controlled ports.



don't run out of supplies as they're rounding the Cape of Good Hope. At a minimum, your non-Indian port holdings should include one east African port, one south African port, one west African port, and one northwest African port. Target ports with low defense ratings that are either neutral or held by hostile rivals.

As important as it is to undermine your enemies and force them to resign, it's even more important to make sure that your company not only remains viable and profitable but also continues to improve its position and grow in size and strength. A major component of this, as always, is to maintain good

Speaking of ports: Nothing secures resupply points for your trade routes like conquering several ports for this exact purpose. Although port upgrades and upkeep costs can get expensive, it's cheaper than having to lay out hundreds of thousands of pounds' worth of bribes to ensure that your trade fleets

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Tip

The Ship-of-the-Line, 46-Gun is the ideal warship to build a port-conquering fleet around. It's not available until 1670, and it's not cheap (300,000£ to unlock; 150,000£ to build), but few defenses can withstand a fleet of ships that boast 46 heavy cannons and 120 marines each.

Conquering a port is only half the battle, though. Once you own it, you have to fortify it to prevent a rival from taking it from you. Build and improve Garrisons and Forts to secure your ports—especially your Indian ports, which should have level 4 Forts and Garrisons by 1670, when Ships-of-the-Line come into production.



if they are victorious. You should also set warship fleets on patrol route circuits near your Indian ports with their AI Behaviour set to Hostile so that they will intercept and attack any fleet belonging to an enemy you are at war with.



To protect your ports while their defenses are being upgraded, or to give them an additional level of defense that port buildings cannot provide, keep fleets of warships in port. If an enemy tries to conquer the port, they must first fight your warship fleet and can only move on to attack the port

To increase your income, always be looking for ways to diversify and maximize your trade routes. Trade with as many different ports as possible to ensure a good supply of Main Trade Items. This becomes especially important as you add ships to your trading fleets that have larger cargo holds, like the East Indiaman, which has 200 tons of cargo space.



The other way to make sure that you can always take a full fleet-load of MTIs back to your Home Port is to conquer the ports that export them, and then upgrade their Trading Posts. The higher the level of the Trading Post, the larger the discount you get on items purchased there, and the more units of a particular MTI they are able to stock. Remember, the more of a particular MTI that a port has to sell, the lower the selling price will be.

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Tip

Fleet commanders that sail with trading fleets should always have the Haggler, Salesman, and Organizer skills, which allow them to buy items more cheaply, sell them for a higher price, and increase the amount of room in their cargo holds, respectively. Navigator is also a good skill to have, as it increases their sailing speed, which allows them to make more trading runs in a shorter time.

Finally, this is the chapter where you should start making serious investments in upgrading your trading and warship fleets. The East Indiaman, which is available starting in 1650, is the best trading ship in the game. Yes, it's slower than the Brig or Schooner, but it can carry several times the cargo of those two vessels, which more than makes up for its lack of speed.



The Galleon should remain your warship of choice until 1670, when the Ship-of-the-Line, 46-Gun becomes available. It has the same speed as the Galleon, but it has a stronger hull, 20 percent more cargo space, and nearly three times as many heavy cannons. On the downside, it's twice as expensive to unlock and build, and it requires five times the number of crew to operate. But skimping on your warship fleets is an excellent way to start losing ports and ships.

Tip

The Ship-of-the-Line, 46-Gun and the East Indiaman have the same speed rating, so consider pairing them up into dual-purpose trading and warship fleets that can emerge victorious in practically any maritime skirmish.

Primary Goal 1: Import 4,000 Tons of Tea



This is the same type of MTI-import mission that you've seen repeatedly through the campaign so far. It may seem like 4,000 tons is a lot of Tea to import, but remember that you also have 50 years to complete this goal. You also have access to trade-ships with larger cargo hulls. A fleet of five East Indiamen

with no marines on them can accomplish this goal in four round trips, if you can ensure a generous supply of Tea in the port where you buy it. Upgrade the Trading Post in any Tea-exporting port that you control to increase the supply of the MTI and earn a generous discount on its purchase price.

Primary Goal 2: You Must Have at Least Three Indian Ports under Your Rule



A five-ship fleet of marine-laden Galleons is enough to conquer any port with a three-star upgrade level. Once the Ship-of-the-Line, 46-Gun becomes available in 1670, four- and even five-star ports are not beyond your reach. If any Indian ports remain neutral, target them

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first. This prevents negative diplomatic repercussions as a result of the conquest. Once there are no more neutral Indian ports, your rivals will have to incur a diplomatic backlash if they try to take one. If there are no neutral Indian ports, go after one that is held by a company that you're already at war with—it's not like they can get any angrier with you!

Caution

If a random event or enemy attack causes you to lose control of an Indian port just before the 1700 deadline, and if this means that you control fewer than three Indian ports, you will fail the campaign. To prevent this from happening, fortify your Garrisons and Forts, and conquer at least one more Indian port than you need, just in case.

Secondary Goal 1: Import 6,500 Tons of Silk



Because you only need to complete two of the four secondary missions, make this mission your third priority. The 6,500 tons of any MTI is a lot to import, and the three Silk-exporting ports are all on the extreme eastern end of the map, just off the coast of the Bay of Bengal. If you do decide to attempt this secondary mission, you will almost certainly need to trade with all three ports or have a level 4 Trading Post in one Silk-exporting port that you control. Otherwise, you will have difficulty getting a good supply of the MTI and will have to trade for less profitable generic trade items, which cuts your income potential dramatically.

Secondary Goal 2: Import 3,750 Tons of Spices



This is one of the easier secondary goals to accomplish, so you should make it your first or second priority. There are three Spice-exporting ports on the northeast coast of India (Surat, Bombay, and Goa). As long as you can reliably trade with two of them, you should have no trouble importing 3,750 tons of the

MTI in 50 years, especially with the larger tradeships. The fact that these are three of the nearer Indian ports also helps.

Secondary Goal 3: Import 7,000 Tons of Coffee



If you have to drop one of the secondary goals, this is the one to drop. Not only is Coffee a non-Indian MTI (and therefore less lucrative than Spices, Tea, or Silk), it's also only available in the rather inconvenient Arabian ports of Jeddah and Mocha along the banks of the Red Sea. If you own both ports,

improve their Trading Posts to level 4, and assign two trading fleets of five East Indiamen each to them, you might have a shot at importing 7,000 tons of Coffee within 50 years. However, whatever profits you earn from the trade routes will be severely bitten into by the upkeep costs for the ports and fleets that trade with them, so your Treasury will be healthier if you skip this secondary goal and focus on importing Silk and Spices instead.

Secondary Goal 4: Sink 20 Enemy Ships



The odds of you going 50 years without having to fight at least 20 enemy ships are astronomical. Even if you're making every attempt to avoid declarations of war, your rivals will probably not be so pacifistic, and predatory pirate ships are always on the prowl. In the normal course of events, you will

have to sink or capture at least 20 enemy ships over the next half-century just to survive, and you can easily accomplish this goal within 5 years if the deadline grows near, so make this one of your top two priorities for secondary goals.

Completing Chapter Four

If you have accomplished both primary goals and at least two of the four secondary goals by 1700, the Crown rewards you with 1,000,000£, and you are granted permission to continue operating your East India Company into the 18th century.

Chapter Five: Empire Grows (1700-1750)



Both the Crown and Company directors are satisfied with your performance so far.

To ensure this state of affairs in the future, you are to reach the following goals. Failure to do so will result in closing down the Company.

Campaign mission goals:

Primary goal 1: Import 10,000 tons of Spices

Primary goal 2: You must have at least five Indian ports under your control

Secondary goal 1: Import 20,000 tons of Silk

Secondary goal 2: Import 15,000 tons of Tea

Secondary goal 3: Import 17,000 tons of Ivory

Secondary goal 4: Sink 40 enemy ships

You must complete both primary goals and at least two secondary goals by 1750.

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General Strategy



This is the fifth and final chapter of the Grand Campaign, and the competition for trade and dominance has never been more intense. All the MTI requirements for the primary and secondary campaign goals are much higher than before, requiring you to pull out all the stops in your trade strat-

egy. With the stakes this high, there's only room for one competitor to rise to the top. Make sure it's you.

The same diplomatic and military strategies outlined in the previous chapter still apply, but don't rely too heavily on alliances and pacts to ensure your fleets' trade options and resupply stops. At this stage in the game, friends rapidly become enemies, especially if your company is doing well.



The only ports that you can count on are the ones that you control. Secure robust resupply options for your trading fleets by conquering two ports in eastern Africa, two in southern Africa, two in western Africa, and two in northwestern Africa. Conquering the island pirate

ports of Ifaty and Tamataue not only eliminates the threat of piracy, but it also gives you a valuable resupply and repair option.



Along the same lines, make every effort to control every port that you rely on for trade. Improve your Forts and Garrisons as well as you can afford to—particularly in your Indian ports, which should have level 4 Forts and Garrisons as soon as possible. Level up your Trading Posts to ensure a bountiful

amount of the regional MTI, and keep warship fleets in port or patrolling near your ports to beef up their defenses even more.



From a military perspective, the Ship-of-the-Line, 90-Gun is a game-changer. Available starting in 1700, it can obliterate any other ship from long range with its 90 heavy cannons. A fleet of them, filled with marines, can crush any port's defenses, and the only true defense against them is an opposing fleet of the same ships. They are phenomenally expensive (500,000£ to unlock; 250,000£ to build) and take forever to construct (15 months), but if a company

can't rush them into production at the start of the chapter, they probably won't survive to see the end of it.

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Tip

Because Ships-of-the-Line, 90-Gun are so slow, it's best if you can construct them near where you intend to use them. You can build them in any port you control that has a level 4 Shipyard.



Finally, remember that there are two other ways to win besides completing the campaign missions. You can also win the campaign by conquering all 12 Indian ports and holding them all for 10 consecutive years or by forcing all your rivals to resign. An excellent strategy is to progress toward one of

these two alternative victory scenarios while simultaneously fulfilling your primary and secondary campaign goals as a backup. For example, conquering Indian ports automatically fulfills one of the two primary campaign goals, and you will probably wind up fighting a fair number of defending fleets as you do so, which helps you progress toward one of the secondary campaign goals.

Note

This chapter of the Grand Campaign is identical to the Struggle for Domination campaign. In that campaign, you begin in 1700 with 3,000,000£ in your Treasury, four ports under your control, nine fleets of five ships each, and only three rivals to contend with. If you're in better shape than this at the start of this chapter of the Grand Campaign, you're doing very well. If not, you have some ground to make up!

Primary Goal 1: Import 10,000 Tons of Spices



To complete this goal in the required time frame, you will almost certainly need to conquer at least two of the three Spice-exporting ports and improve their Trading Posts to provide a more generous supply of their signature MTI. The massive cargo holds of the East Indiamen are ideal for carry-

ing vast quantities of Spices back to your Home Port for huge profits and significant progress toward this goal.

Primary Goal 2: You Must Have at Least Five Indian Ports under Your Rule



Because the other primary goal for this chapter practically requires you to conquer at least two of the three Spice-exporting ports, and because conquering Tea- and Silk-exporting ports goes hand-in-hand with completing two of the four secondary goals, it's possible to accomplish this goal while

working toward other ones at the same time. The ability to kill multiple birds with single stones is the hallmark of a quality Governor General. As always, target neutral ports whenever possible, and then move onto ports controlled by hostile rivals—preferably ones that haven't invested heavily in their ports' Garrisons and Forts.

Secondary Goal 1: Import 20,000 Tons of Silk



To be able to import 20,000 tons of Silk by the deadline, you need to control at least two (preferably three) of the Silk-exporting ports of Yanam, Vizagapatam, and Calcutta and improve their Trading Posts as much and as quickly as you can afford to. Level 1 Trading Posts simply will not generate

enough Silk to allow you to import the required amount by the deadline, and assigning multiple fleets to the trade route will only result in them coming back with cargo holds full of generic trade items.

Secondary Goal 2: Import 15,000 Tons of Tea



Because the Tea-exporting ports (Cochin, Madras, and Masulipatam) are slightly closer than the Silk ports, and because you only need to import 15,000 tons of Tea to fulfill this secondary goal, this should take precedence over the Silk-importing goal. The strategies are the same, however: Control at least

two of the Tea-exporting ports, improve their Trading Posts, and assign large trading fleets full of ships with huge cargo holds to the route.

Secondary Goal 3: Import 17,000 Tons of Ivory



There are upsides and downsides to completing this secondary goal. On the plus side, the Ivory-exporting ports of Tabou and Abidjan are very close to your Home Port, so you can assign out-dated trading fleets to them, because the short journey will help to compensate for their smaller cargo holds.

Also, because you need to conquer the Ivory ports and upgrade their Trading Posts to have any shot at fulfilling this goal, you will also guarantee your Indian trading ships a couple of excellent resupplying stops in the process.

On the minus side, there are only two Ivory-exporting ports, so you will need to invest in level 4 Trading Posts to have any hope of supplying your trade ships with enough Ivory to accomplish the goal. Also, your export items don't fetch the highest prices in these ports, and Ivory is not an extremely high-value MTI compared to the Indian MTIs. However, if you have robust revenue streams coming in from other trade routes, there's no reason not to try to complete this secondary goal because it gives you something to do with your outmoded trading vessels, and it secures a pair of ports for resupplying and repairing your fleets.

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Secondary Goal 4: Sink 40 Enemy Ships



With the fierce competition that you have to deal with in this chapter, it's highly unlikely that you will not wind up in a plethora of naval battles. As long as you invest in bigger and better warships (such as Galleons and Ships-of-the-Line) and sail them in four- and five-ship fleets, you should

have little difficulty sinking or capturing the required number of ships before the campaign deadline.



Struggle for Domination (1700-1750)



Both the Crown and Company directors are satisfied with your performance so far.

To ensure this state of affairs in the future, you are to reach the following goals. Failure to do so will result in closing down the Company.

Campaign mission goals:

Primary goal 1: Import 10,000 tons of Spices

Primary goal 2: You must have at least five Indian ports under your control

Secondary goal 1: Import 20,000 tons of Silk

Secondary goal 2: Import 15,000 tons of Tea

Secondary goal 3: Import 17,000 tons of Ivory

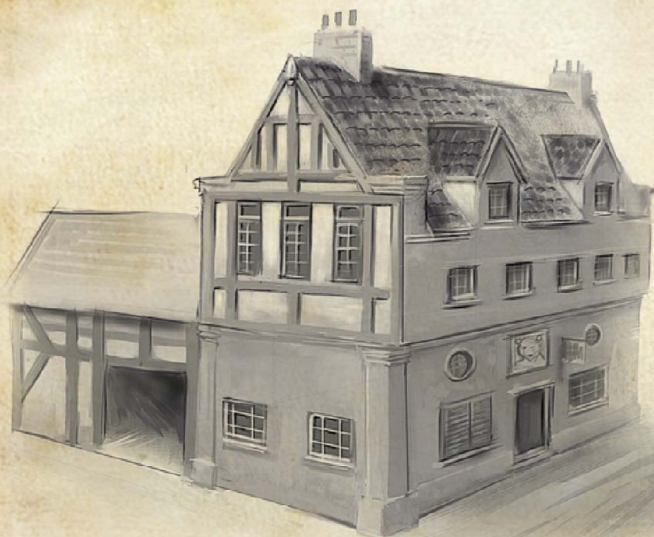
Secondary goal 4: Sink 40 enemy ships

You must complete both primary goals and at least two secondary goals by 1750.

The Struggle for Domination campaign is exactly the same as the final chapter of the Grand Campaign (Empire Grows), except that you start the campaign with 3,000,000£ and only three rivals, and you already control four random ports (two Indian ports, one Home Port, and one other port). You also have nine fleets of five ships each in your ports, comprised of the 11 ship types. Follow the same strategies as outlined in the “Grand Campaign” section of this chapter to conquer your rivals and emerge victorious as the greatest East India Company in the world!

Note

There is only one chapter and one set of goals in the Struggle for Domination campaign. Reach the year 1750 with two primary goals and two secondary goals complete, or drive your three rivals out of business, or conquer all 12 Indian ports and hold them for 10 years to win the campaign.



Battle for Resources (1650-1700)



Both the Crown and Company directors are satisfied with your performance so far.

To ensure this state of affairs in the future, you are to reach the following goals. Failure to do so will result in closing down the Company.

Campaign mission goals:

Primary goal 1: Import 2,000 tons of Tea

Primary goal 2: You must have at least four Indian ports under your control

Secondary goal 1: Import 1,800 tons of Spices

Secondary goal 2: Import 2,500 tons of Porcelain

Secondary goal 3: Import 2,000 tons of Exotic Furs

Secondary goal 4: Sink 25 enemy ships

You must complete both primary goals and at least two secondary goals by 1700.

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The Battle for Resources campaign starts you out with 750,000£ in your Treasury, three ports under your control (your Home Port, plus two Indian ports), three fleets with 11 ships among them, and five rivals. Reach the year 1700 with both primary goals and at least two secondary goals complete, or eliminate all five of your rivals, or seize all 12 Indian ports and hold them for 10 years to win the campaign.

Primary Goal 1: Import 2,000 Tons of Tea



The three Tea-exporting ports are Cochin, Madras, and Masulipatam, all of which are located on the southern tip of the Indian peninsula. You may start the campaign with one or more of these ports under your control. If that's the case, don't waste any time beginning a trade route with that

port, and upgrade its Trading Post at your first opportunity to ensure a plentiful supply and better price for its MTI. If you do not control any Tea-exporting ports, open a trade route with a neutral one or quickly form an alliance with a company that controls one so that you can trade there. If you can maintain stable trade routes with at least two of the three Tea-exporting ports, you will have no trouble accomplishing this goal within the required time frame.

Primary Goal 2: You Must Have at Least Four Indian Ports under Your Rule



You begin the campaign with this goal half-complete. While you assemble a warship fleet capable of conquering Indian ports, invest in upgrading the defenses of the ports you already control by improving their Garrisons and Forts. It's easier to hold onto ports that you already control than it is to go out and conquer new ones because you lost the ones you had.



You need to go out and conquer at least two more Indian ports to satisfy the requirements of this primary goal. Your first priority should be to go after neutral ports with low defense ratings that export Tea, Spices, or Porcelain because all three of these MTIs are mission-critical. If none are

available, look for neutral ports that export other MTIs, zeroing in on the ones with the lowest defense. Only attack rivals' ports as a last resort, and only if you are willing and able to go to war with them and their allies.

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Secondary Goal 1: Import 1,800 Tons of Spices



The three Spice-exporting ports are Surat, Bombay, and Goa. If you already control one, set up a trade route with it and improve its Trading Post. If you don't, trade with a neutral Spice port. If there are none of those, form an alliance with a company that controls one, or build up a formidable warship fleet

and conquer one. This should be your first priority of all the secondary missions, because Spices are a very lucrative MTI, and 1,800 tons is the lowest amount of any MTI that any goal requires you to import.

Secondary Goal 2: Import 2,500 Tons of Porcelain



Porcelain is not as lucrative an MTI as Exotic Furs, but the value of your export items is much higher in the Porcelain-exporting ports of Port Blair and Aceh, which helps to make up the difference if you pursue this secondary goal over the Exotic Furs goal. If you choose to conquer either of

the Porcelain ports as part of the second primary goal, you can improve the Trading Post of the port to decrease the cost of Porcelain and increase the amount sold there. Because the Porcelain ports are two of the farthest ports from your Home Port, however, you need to either send multiple trading fleets to the same port (which definitely requires an improved Trading Post) or you need to be able to trade with both Porcelain ports.

Secondary Goal 3: Import 2,000 Tons of Exotic Furs



This should probably be your third- or fourth-priority secondary mission for two reasons. The first is that the Exotic Furs-exporting ports of Mogadishu, Zanzibar, and Mozambique are African ports, not Indian ports, so conquering them to improve their Trading Posts does not help you progress toward

completing a primary goal. The second reason is that export items do not fetch as high a value in these ports, so it's harder to make a good profit off the trade routes. However, holding at least one of these ports gives your ships a place to resupply, and the trade route is slightly shorter than an Indian trade route, so you shouldn't necessarily rule it out.

Secondary Goal 4: Sink 25 Enemy Ships



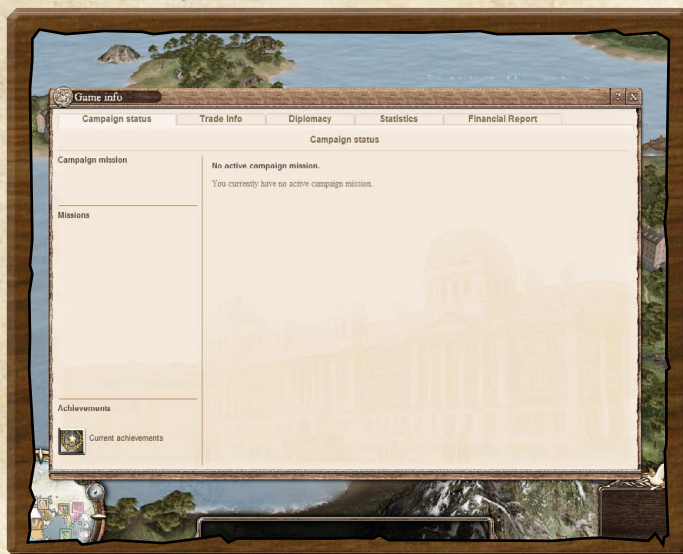
Depending on the strategy you choose, this is either a very easy secondary goal to accomplish or it can wreck your entire game plan. If you pursue an aggressive, militaristic strategy and attack enemy fleets and ports regularly, you will sink or capture 25 ships in the 50-year span of the campaign

without breaking a sweat. However, it is very possible to limit hostilities with your rivals over the course of this abbreviated campaign and avoid combat for the most part—so if you've chosen this route, you won't want to muck it up by starting fights.

Tip

You can maintain good diplomatic relations with your rivals and still make progress toward this secondary goal, provided that you limit your attacks to pirate fleets.

Free Campaign (1600-1750)



The Free Campaign starts out exactly the same as the Grand Campaign: 50,000£ in your Treasury, no fleets or ports to your name (except your Home Port), and all seven rivals vying for East India dominance. However, unlike the Grand Campaign, there are no chapters or mission goals to complete in the Free Campaign. You are free to construct your trading empire in any way you wish, and the only deadline that matters is the end of the campaign in the year 1750. By then, you must have completed one of the following victory conditions:

- Conquered all 12 Indian ports and held them all for 10 consecutive years
- Forced all seven of your rivals to resign
- Survived until the year 1750 with a viable trading empire

Note

For tips on achieving these victory conditions, consult the "Victory Conditions" section of the Training chapter for more information.

OPTIONAL MISSIONS AND RANDOM EVENTS

In every campaign, optional missions and random events appear and have the potential to dramatically affect the course of your company's future, for the better or the worse.

Optional Missions

As you play through your campaign, you will have the opportunity to accept additional, optional missions as they appear in your Mailbox. There is never a penalty for declining an optional mission; you just miss out on the chance to earn an additional reward that the mission offers you. However, if you accept an optional mission and fail to complete it within the specified time limit, the sum of the reward will be deducted from your Treasury as a penalty.

Tip

Whenever you accept an optional mission, don't wait to complete it. It's very easy to forget about an optional mission, which ultimately results in you suffering a huge financial penalty when the time limit expires.

Special Order



In this optional mission, a wealthy and influential merchant has placed a special order for a certain quantity of a Main Trade Item. You have a limited period of time to import that amount of the MTI and sell it at your Home Port Trading Post to earn the reward (as well as any profit you make from importing the MTI).

If you have already got that amount of the MTI in your Home Port Warehouse, you can sell it immediately by transferring it from the Warehouse to the Trading Post to instantly complete the requirements for the mission and earn the reward.



Caution Before you accept this optional mission, make sure that you can trade in at least one of the ports that exports the MTI. If all the MTP's ports are controlled by companies that you do not have an alliance with, you have to either form an alliance with one of the ports' owners quickly or you have to conquer the port so that you can access it.

Diplomatic Letter



A diplomat from your home country asks you to deliver a diplomatic package to a specific port and offers a generous cash reward if you can accomplish the task within the specified time frame. Accepting this optional mission causes a diplomatic package weighing 1 kg to appear in the Warehouse of your Home Port. Because the package is so light, any ship can carry it, even if its cargo hold is full. The mission is completed when the fleet that contains the ship carrying the package docks in the destination port.

If you already have an established trade route with the destination port, simply add the diplomatic package to the cargo hold of any ship in the fleet that sails the trade route. The mission will complete itself when the fleet arrives at its destination, without requiring any special effort on your end. If you do not already have an established trade route, put the diplomatic package in the cargo hold of one of the ships in your fastest fleet so that there's no chance that the time limit will expire before you complete the mission.

Caution

You might consider sending the package in a well-armed fleet of warships or setting the AI Behaviour of the fleet carrying the letter to Cautious, so that it avoids enemy contact. If the ship carrying the diplomatic package is lost at sea, you automatically fail the mission.

Destroy a Company's Fleets



One of your rival companies has provoked the ire of your home government, which has requested that you sink a certain number of their fleets within a limited time frame to teach them a lesson. Doing so earns you a significant cash reward.

The easiest way to fulfill this objective is to move a fleet of warships so that the Home Port of the targeted enemy company is within your fleet's view range. When their fleets inevitably sail back to their Home Port, you are there to meet them. Order your warship fleet to attack, and then use your combat skills to send their ships to the bottom of the briny blue sea. Once you have sunk the required number of fleets, the mission is complete.

Caution

Remember that attacking a company's fleet worsens your diplomatic relationship with them. If you have a pact or an alliance with that country, it will almost certainly be broken, which might jeopardize your trade routes or resupply options. If that company declares war on you, all their allies may decide to do the same, and your allies need to decide if they will declare war on your behalf or simply sever their alliance with you. If you are already at war with the company, this optional mission is easy money. If you are on neutral terms, you should carefully consider whether or not it's worth it. If you have good relations, the financial reward for accepting and completing this mission might not be worth it.

Rampaging Pirate



A pirate fleet is wreaking havoc near a specified port. You have been asked to eliminate the pirate fleet in exchange for a cash reward if you can accomplish it within the deadline.

The easiest way to complete this mission is to sail a fleet of your most powerful warships to the port in question, and then set them on a

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circular patrol route near the port. Set the fleet's AI Behaviour to Hostile so that it automatically chases and attacks any pirate fleet that comes into its field of view. Sink the pirate fleet in battle to complete the mission and earn the reward.

Caution

This mission requires you to sink a specific pirate fleet. Not just any pirate fleet will do. After you've sunk what you believe is the correct pirate fleet, look for a confirmation message in your Mailbox or check the Campaign Status tab of the Game Info menu to make sure that you've completed the mission. If you don't receive confirmation or if the mission remains active, keep hunting for pirate fleets in the area because you didn't sink the correct one.

Random Events

During the course of any campaign, random events occur that can have a positive or negative effect on your company. There is no way to control the frequency of these events or prevent them from happening. All you can do is be aware that they exist as possibilities, be prepared for potential catastrophe at all times, and enjoy good fortune when it comes your way.

Good Luck Events

You can't ever plan on good luck coming your way, but if you're doing everything else right, these random events will add a nice little bonus to your company's success.

Treasure Found



During its normal course of business, one of your fleets finds the wreckage of an unknown ship. A quick inspection of the wreckage turns up a significant cash treasure that is immediately deposited into your Treasury.

Building Upgrade Required



The Crown or an influential merchant decides that a building in one of your ports must be upgraded to increase your company's dominance in the region. Your benefactor covers the initial purchase price of the upgrade and provides all the Iron Wares needed for its construction; all you need to

do is pay the annual upkeep cost of the upgrade and enjoy the benefits of the improved structure.



Bad Luck Events

The following random events have a less-than-pleasant effect on your company, but knowing that they exist and can happen at any time at least allows you to prepare for them and formulate strategies for working around them if they should occur.

Shareholders Demand To Be Paid



The company's shareholders demand to be paid a dividend of 10 percent of the total cash in your Treasury. This amount is immediately deducted from your Treasury as soon as you receive notice of the event. There are a couple ways that you can prepare yourself for this event:

- Make sure all of your financial planning takes into account the fact that 10 percent of your Treasury could disappear at any time. So, if you want to have a cushion of 200,000£ to fall back on, up that number to 225,000£ to ensure that a loss of 22,500£ will still keep you above the 200,000£ mark.
- Store valuable MTIs in your Home Port Warehouse as a type of savings account that cannot be touched by the shareholders. When you need to cover a one-time capital expense, like the purchase of a ship or the upgrade of a building, sell items from the Warehouse to the Trading Post to instantly cash them in.

Port Quarantined



An infectious disease outbreak has occurred at a port that may or may not be under your control. No fleets can enter or leave it until the outbreak has been contained, which can take up to two years. If this is not one of your ports and is not a port that you were relying on to provide you with a mission-

critical MTI, this is a minor nuisance at worst; reassign any fleets that were trading with that port to other ports (fleets that were in the port are ejected from the port and can be found just outside it).

If the quarantined port is vital to your mission goals, you have a few options for how to work around this event:

- If the quarantine occurs very early in the chapter, move on to other goals and wait out the quarantine. Once it has been lifted, assign more trade fleets to that port to make up for lost trading time.
- If the quarantine comes later in the chapter, reassign any fleets that were trading with that port to other ports that export the same MTI, if you are able.
- If this is not an option and time is short, form an alliance with a company that controls another port that exports the same MTI so that you can trade there.
- If you are not able to form an alliance because of a lack of influence or items of sufficient value, your only option is to send one or more fleets of warships to conquer another port that exports the same MTI and seize it for yourself so that you can trade there. This should be an option of last resort unless you're already at war with that company.

Infectious Disease



One of your fleets has suffered an outbreak of a highly contagious infectious disease. As a precaution, the fleet is quarantined in port for several months. When the quarantine is lifted, you are informed of the number of crew members and marines that did not survive the outbreak. There is no

way to avoid or work around this unfortunate event; all you can do is be sure to replace the lost personnel at the next port where it is possible for you to do so.

Port Captured



When a rival company captures a port, it's not always a bad thing for you. After all, if you have a pact or alliance with that company, you've gained another port that you can resupply or trade in. However, considering that even your staunchest allies are ultimately your competitors, any gains by a company

other than your own is not good news for your bottom line. Here are a few strategies for limiting the fallout from this event:

- If the company is one that you have a pact or alliance with, do nothing right away, but be thinking about other ports in the vicinity that you can capture if losing that pact or alliance would keep your fleets from being able to resupply in that area or trade for a certain MTI.

- If the company is hostile to you, consider making an immediate attempt to take the port back. Its defenses will be compromised from the recent attack, and you can capitalize on that.
- If you have other ports in the area and other sources for the MTI that the captured port exports, don't let the seizure distract you. Companies other than your own will capture ports on a regular basis; it's just the nature of the game. Overreacting to every move that another company makes is a good way to drain your coffers and distract you from your own company's needs.



Note *Technically, it's not a random event when one of your rivals conquers a port—it's the result of a calculated AI decision. But Port Captured is included here because it is not an event that you can plan for, since you're never privy to your rivals' strategy.*

Commander Has Retired



After 40 or 50 years of faithful service, your fleet commanders will retire and be instantly replaced with a level 1 commander. This means that you lose the skills that the fleet commander has acquired, but you also don't have to pay his annual salary any longer.

The key to not letting this affect your strategy is to make sure that you retain experienced crew members. Even after their fleet commander retires, the crew's experience stays where it is and all the formidable benefits that they bring do not change. They will continue to serve you well, and it won't be long before they can help their commander level up (via combat and trade) and truly replace his predecessor.

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Native Forces Have Captured Our Port

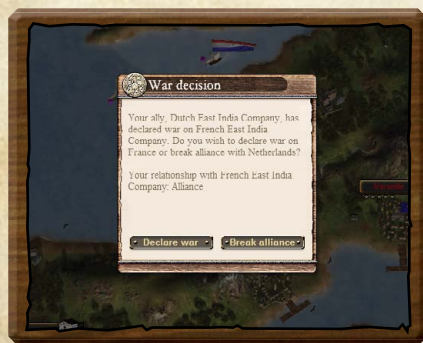
If you don't improve your ports' Garrisons and Forts, you run the risk of having your ports overrun by natives, which removes them from your control and reassigns neutral status to them. To avoid this, don't delay improving your ports' defenses, particularly the Garrisons, which do not require any Iron Wares to improve.



Diplomatic Events

Most diplomatic events are neither good nor bad, strictly speaking, but they force you to make a decision that affects your relationship with one or more companies. Be sure that you understand the full repercussions of any diplomatic decision before you make it.

War Decision



to go to war on behalf of your ally or break your alliance with the ally.

If a company that you are allied with declares war on another company, you have to decide whether you want to declare war on their enemy as well or sever your alliance with the company that declared war. Likewise, if an ally has war declared upon it by a rival company, you have to choose whether

- If your ally declares war on another ally of yours, choosing to declare war and fight on behalf of the company that declared war severs your alliance with the other company and puts you at war with them.
- If your ally declares war on another ally of yours, choosing to break your alliance with the company that declared war preserves your alliance with the other company and does not put you at war with the war-declaring company, but you lose all the benefits of your alliance with them.
- If your ally declares war on a company that is not an ally of yours, declaring war on that company preserves your alliance and put you at war with the company that your ally has targeted.
- If your ally declares war on a company that is not an ally of yours, choosing to break your alliance keeps you from having to go to war, but it also means you lose the advantages of the alliance. However, if the company that your ally declared war on is much more powerful than yours, this might be the only viable option.

Diplomatic Offer



Just as you can enter into negotiations with other companies through the Diplomacy tab on the Game Info menu, other companies can come to you with offers.

Examples of offers include:

- Forming a pact or alliance
- Breaking an alliance between you and another company

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- Ending the war between your companies
- Asking you to declare war on another company
- Selling you an amount of an MTI

As with any diplomatic offer, use your judgment and consider whether what they're offering is worth what they're asking. You will always be given all the facts you need to make an informed decision (the value of the MTIs offered for sale, your diplomatic relationship with the company they want you to declare war on, etc.). Make the choice that fits in with your overarching strategy for your company.

Tip

If you could go either way on an offer, it's a good idea to accept it. Making deals with other companies improves your diplomatic relationship with them slightly. Even if you don't want to go so far as to form a pact or alliance with them, it makes it less likely that they will try to declare war on you in the future. And if one of their allies convinces them to do so, it will cost them a pretty penny to do it.

BATTLES

The other single-player mode is Battle mode, which allows you to jump into a ship-to-ship battle without having to deal with the demands of a trading empire. Battles are a great way for you to master the intricacies of 17th and 18th century naval combat prior to jumping into a multiplayer game or extended campaign. There are two options for Battle mode—the default Battle option and Quick Battle.

Battle



In a Battle scenario, the objective is very straightforward: You win when you sink or board all your enemy's ships, or force them to surrender or flee from the battle. If the time limit expires before either side's ships have been eliminated, the winner is the side with more ships left. If both sides have the same number of ships, the battle ends in a draw.

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Caution

Unlike campaign battles, where fleeing is a good strategy to save your ships from destruction, it is no different than surrendering the ships in Battle mode. Rather than flee, you're better off making a suicide run at an enemy ship and ramming it. Even if it sinks your ship, it will at least inflict some damage on the enemy's hull as it goes down.

Battle Options

Before you can start playing a Battle scenario, you have to define several options to set up the battle:

- **Select Ships:** Choose the ships for each fleet from the lists on the left and right sides of the Battle menu. You can use any ships you want for either fleet, but each fleet must have at least one and no more than five ships in it. The up and down arrows to the right of the ship names set the number of each ship included in the fleet.
- **Difficulty:** Choose from Easy, Normal, or Hard. This affects the accuracy of both fleets' fire and the amount of damage it inflicts. The easier the difficulty, the more the AI fudges the calculations in your favor.
- **Realism:** Choose from Arcade, Normal, or Simulation. This determines how much of an effect physical forces like wave heights and wind have on combat. The Arcade setting minimizes the effect, while Simulation creates a precise representation of their effects to challenge more skilled players.
- **Time of Day:** Set the time of day for the conflict. Choose from Day, Dusk, Midnight, or Dawn.
- **Weather:** The worse the weather, the stronger the wind and the higher the waves. Choose from Clear, Slight Wind; Partly Cloudy, Medium Wind; Overcast, Strong Wind; or Storm.
- **Game Length:** Set the length of the scenario, in minutes. Choose 5, 10, 15, 20, 25, or 30 minutes, or choose No Limit for a fight to the finish.

Quick Battle



If you want to just jump straight into a random battle, choose the Quick Battle option. The number of ships in each fleet and the types of ships are determined randomly, guaranteeing completely unpredictable results. Quick Battle is an excellent way to test and improve your naval combat skills in a variety of situations. As in any other battle, the objective is to sink or capture every enemy ship, or force them to surrender or flee. There is no time limit.

MULTIPLAYER

Through the Multiplayer option on the Main Menu, you can challenge players from across the world to naval combat in one of five ship-to-ship battle modes. You can also host multiplayer battles over a Local Area Network (LAN).



After choosing “Multiplayer” from the Main Menu, you are taken to a list of available multiplayer games. You can either choose one of them and click Join Battle to go to the Game Lobby, or you can click Host LAN Game to create your own LAN game. Select the ship(s) you will control in the Game Lobby, and chat with your fellow players or team members.

Game Options

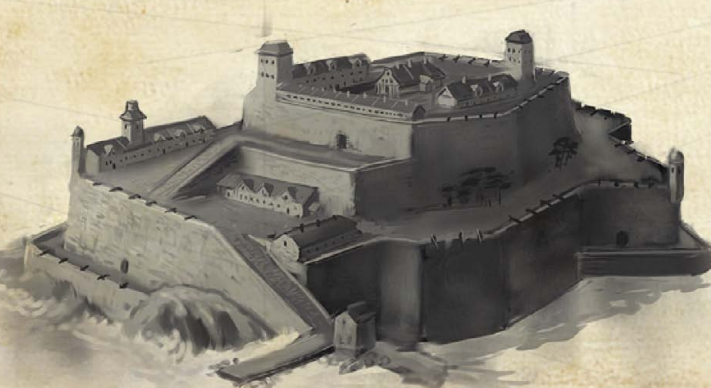


When creating a LAN game, there are several variables that you can adjust from the Create Game screen:

- Ship Types:** The 11 different types of ships appear in a column on the left side of the screen. By default, all 11 are available for play in any multiplayer game. To remove a certain type of ship from the game, click the check box next to it to uncheck the box.
- Game Type:** Choose from the five different multiplayer game types; see “Game Types” for a detailed description of each.
- Game Name:** Give your game a name to distinguish it from others of its type. Players can also search for a word or phrase in the name of the game from the game selection screen, making it

easier for your friends to find your games.

- **Game Length:** Set the time limit for the game, from 5 to 20 minutes, in 1-minute intervals.
- **Max Number of Players:** Define the maximum number of players allowed in the game. Each game type has its own restrictions for how many players can join.
- **Weather:** Determine the weather conditions for the battle. Options include: Clear, slight wind; Partly cloudy, medium wind; Overcast, strong wind; and Storm.
- **Time of Day:** Choose the time of day when the battle takes place. Your choices include: Day, Dusk, Midnight, and Dawn.
- **Realism:** How realistic do you want this battle to be? Arcade limits the realism and streamlines combat, while Simulation is an extremely realistic recreation of naval combat. Normal strikes a balance between the two extremes.
- **Modes Available:** By default, all players can toggle between RTS and DC Modes, but if you want to limit them to one or the other, select it here.
- **Password:** Set an optional password for the game to limit the players who can join it.



GAME TYPES

There are five different game types to choose from. Although you are playing against human opponents, all the battle tactics from the “Battle” section of the Training chapter of this guide still apply, so be sure to refer to it for general battle strategies. And before you jump into a multiplayer battle, you should get your feet wet by fighting several single-player battles, either in a campaign or by choosing Battle or Quick Battle from the Single Player option on the Main Menu.

Commander vs. Commander



- Player Options: 2
- Teams?: No
- Victory Conditions: Sink all rival ships

Commander vs. Commander is a battle between two fleets of five ships each. One player commands each fleet, just like in any single-player battle. Success in Commander vs. Commander depends on your ability to take the broad view of the battlefield and command every ship in your fleet in a coordinated attack on the enemy. More so than any other multiplayer mode, Commander vs. Commander calls on the skills you develop in single-player battles; even though the opposing fleet is player controlled, the same tactics that work against AI fleet commanders will serve you well here.

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- This is one of the few multiplayer games where Line Formation is an available command because it's one of the only multiplayer modes where you command more than one ship. Make the most of this very powerful technique and use it to unleash a barrage of cannon fire on enemy ships.
- Assign multiple ships to attack individual targets. Remember, sinking a ship and silencing its cannons quickly is the best way to reduce the amount of damage you'll suffer.
- Ships with heavy (long range) cannons are the most formidable threat because they have the ability to attack more targets at greater distances. Be sure to focus your fire on these behemoths first. Use smaller, faster ships to circle around them and avoid sailing into the sights of their cannons by making the most of your superior maneuverability.
- When dealing with smaller, faster ships, target their sails to reduce their speed, which is their primary advantage in combat. Once their maneuvering ability has been compromised, hit them from a distance with heavy cannons to prevent them from being able to return fire with their light and medium cannons.
- If you're outgunned by the rival fleet, use Grape Shot ammo to cause massive casualties among the crew, and then approach them from the bow or stern, veering to port or starboard at the last minute to position yourself for a boarding action and limit your exposure to cannon fire.

Domination



- Player Options: 2-12
- Teams?: Yes
- Victory Conditions: Earn more points than the rival team by controlling buoys

Domination is the name of the game, and that's exactly what you have to do to win. Up to 12 players compete as members of two teams that try to score points by controlling buoys on the battlefield. Doing so earns the team points, and the team with more points at the end of the time limit is the victor.

Tips

- Fast ships are best suited to seizing the buoys because they can cover the most ground in the least amount of time. And because your time is limited, that's crucial.
- Use larger warships with medium or heavy cannons to support your buoy-seizing scout ships. Because these warships don't have to draw as near to bring enemy ships into their range, you can keep them at a distance from the buoys while still being able to protect your teammates.

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- When sailing toward a buoy, spread out your scout ships to make it more difficult for the enemy fleet to position themselves to fire at them. Don't be afraid to sacrifice a ship as a distraction while a second ship sails in to conquer the buoy.
- Target the sails of your enemy's faster ships to reduce their speed and make it harder for them to capture a buoy. Leaving a crippled scout ship floating can be a better strategy than investing the time and ammunition in sinking it outright.
- Communication with your team members is essential. Make sure that everyone knows what the plan is because even the fastest ships move too slowly to alter it dramatically in a hurry.

Tip

You have the option to self-destruct your own ship in Domination, which doesn't seem like a very good idea—until you find yourself without any sails and unable to pursue or aim at enemies. At that point, you're better off sinking your own ship and taking the penalties that come with it, since you'll respawn in a new ship with sails intact.

Last Ship Floating



- Player Options: 2-12
- Teams?: No

- Victory Conditions: Be the last remaining ship after all others have been sunk

Last Ship Floating is a free-for-all, deathmatch-style game, where the objective is to remain the last ship floating after all others have been sunk. This tends to be the most frenzied multiplayer game mode, and only the most opportunistic player will emerge victorious. You have only one ship under your control, so take care of it!

Tips

- Larger, more powerful warships with heavy cannons have the advantage of being able to inflict the most damage at the greatest range, but they also tend to be the primary target for every other ship because players realize immediately that those ships pose the greatest threat.
- A smaller, faster ship has the advantage of being able to stay clear of combat, but the limited range and power of its cannons hinder its effectiveness in battle. And at a certain point, no matter what you do, you have to engage your opponents.
- Steer clear of clusters of ships, particularly in the opening minutes of the battle. Even if you manage to sink two or three ships, you're likely to take so much damage that you won't survive until the end of the battle.
- Although this is an every-ship-for-itself melee, there's nothing wrong with forming an informal, temporary alliance with a couple other ships. Ganging up on individual ships is always the best strategy for thinning out the number of rivals you have to contend with, even if the battle ultimately comes down to you against your former allies.
- Even if you don't go so far as forming an alliance with other ships, you should definitely swoop in and attack ships that are already engaged in combat. Come at them from their bow or stern and force them to decide whether they want to turn and face you or continue taking damage while firing on their original opponent.

Team Deathmatch



- Player Options: 2-12
- Teams?: Yes
- Victory Conditions: Sink the other team's fleet

Team Deathmatch is a cross between Commander vs. Commander and Last Ship Floating. Like Commander vs. Commander, two fleets of ships are pitted against each other, and the only way to win is to send all your rivals to the bottom of the briny blue. But like Last Ship Floating, each ship in your fleet is commanded by a different player.

Tips

- The most effective weapon in your arsenal isn't a line of heavy cannons—it's effective communication. Designate one player on your team to serve as fleet commander, and have them issue orders to the rest of their teammates as if they were commanding a fleet in single-player mode.
- Don't try to win the match single-handedly—99 times out of 100, a well-coordinated attack by multiple ships will always triumph over an opportunistic player breaking away from the pack and attempting to seize the glory for himself.

- When targeting an enemy ship, send at least two ships after it from different angles. Ideally, you want the ships to be 90 degrees apart from each other (for example, one attacking from the starboard side and one attacking from the stern), so that the targeted ship can't shoot at both of them without making major adjustments.
- Use the superior speed and tighter turning radii of smaller ships to get in close and pepper the crew, sails, and hulls of larger ships, while your heavy cannons bombard them from a distance.
- Although Line Formation is not an available command (because each player only controls one ship), with proper coordination, you can enter into a line formation with your teammates and target oncoming enemy vessels.

Team vs. Team



- Player Options: 4 or 6
- Teams?: Yes
- Victory Conditions: Sink the other team's fleet

Team vs. Team is a variation on Team Deathmatch where two teams of two or three players each attempt to eliminate each other. Each player commands two ships (in a four- or six-player game) or three ships (in a

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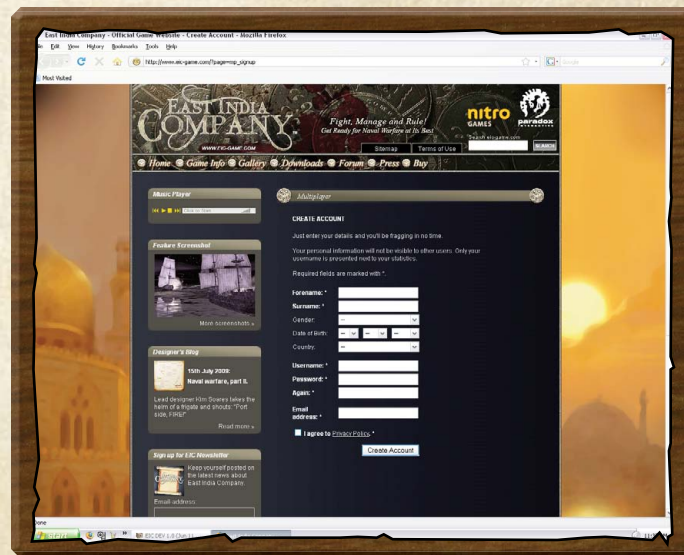
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four-player game) that they command like a small fleet in Commander vs. Commander. The first team to sink all their rivals' ships wins the battle.

Tips

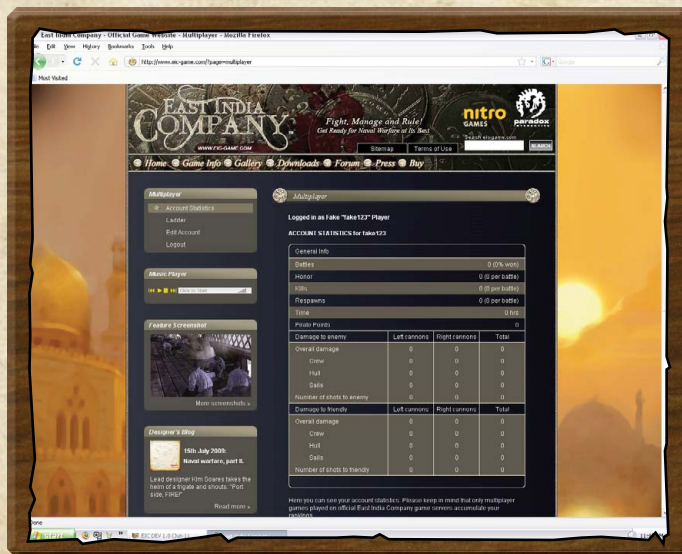
- When selecting your team's ships, it's not a bad idea to have each player specialize in a specific ship type. For example, one player on a team might select speedy warships, like Xebecs and Cutters, while a teammate might choose to back them up with heavy warships, like Ships-of-the-Line or Galleons.
- Each player's fleet should have a clearly defined role in the battle to maximize their offensive power.
- As long as you have more than one ship in your command, you can enter Line Formation and use that tactic against your rivals. This is particularly useful for heavy warships.
- Communication is key. Because it's so difficult to change a battle plan on the fly, make sure that your teammates know what you're attempting to do and don't take any actions that would compromise your efforts.
- Focus on eliminating one player's entire fleet whenever possible. Taking a player out of the battle limits the ability of their remaining teammate(s) to react quickly to a multi-pronged attack.

ONLINE MULTIPLAYER ACCOUNT RESOURCES



Before you can participate in any multiplayer battles, you must create an *East India Company* multiplayer account. Click Create Account at the multiplayer Game Select screen to minimize the game window and open the account creation page in your default web browser. Fill in all the required fields and accept the terms and conditions to instantly create your account. Use the username and password you chose to login to *East India Company*.

Account Statistics

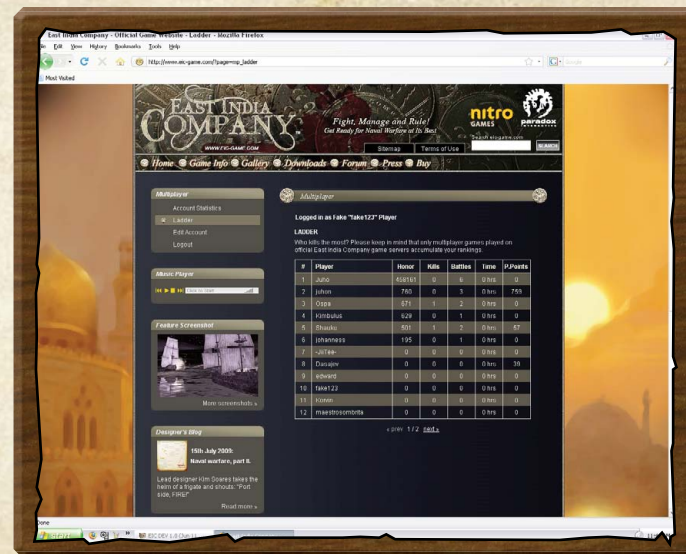


Click Account Statistics on the left side of your multiplayer account page on www.eic-game.com to view detailed information about your multiplayer accomplishments, including the number and percentage of battles that you've fought and won, the number of times you've respawned in battle, the number of ships you've destroyed, and the amount of damage that you've inflicted on enemy vessels.

Note

Only games played on official servers count toward these rankings. Stats from LAN games are not included.

Ladder



Want to see how you stack up against the greatest fleet commanders in the world? Click the Ladder link on your multiplayer account page to see the rankings of the top online players. As with your account statistics, only multiplayer battles fought on official *East India Company* servers count toward these rankings.

ACHIEVEMENTS

Performing feats above and beyond the call of duty earns you Achievements. There are 52 in all for you to collect, and all of them are available in every campaign mode.

TRADE ACHIEVEMENTS

The following 20 Achievements are earned through trade and careful management of your finances.

Money

To earn these Achievements, you must have the required amount of money in your Treasury. Generally speaking, these are not Achievements that you should go out of your way to earn. If you follow solid strategies for developing prosperous trade routes, you'll naturally achieve them over the course of your campaign. You are more likely to earn these Achievements if you consistently solve disputes diplomatically, rather than militarily, since war is a severe drain on your profits.

Money Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Funds Doubled	Double the amount of money that you start the campaign with
	First Million	You have 1,000,000£ in your Treasury
	Rich	You have 10,000,000£ in your Treasury
	Filthy Rich	You have 20,000,000£ in your Treasury

Trade Items



These Achievements are earned by importing and exporting trade items, and most of them are self-explanatory. Developing and maintaining lucrative trade routes will earn you most of these Achievements without any special effort on your part. As with the previous batch of Achievements, you're more likely to earn these if you don't initiate wars and if you make a strong effort to maintain positive diplomatic relationships with your rival companies.

Earning the Main Trade Items Achievements requires you to import a certain amount of each MTI, so if you want to go for these Achievements, it's important to maintain access to the ports that sell them. And remember, you don't need to control a port to trade there; ports controlled by companies that you have formed alliances with will still allow you to trade for their MTIs.

Note

The import and export Achievements require you to have sold the appropriate amount and type of trade item in Trading Posts. Trade items stored in Warehouses do not count toward the totals required by the Achievements. Each ton of an MTI you import counts toward the import Achievements and the corresponding MTI Achievement.

Trade Item Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Hoarder	You have reached the maximum storage capacity (800 tons) in your Home Port Warehouse
	Import Trader	You have imported and sold 1,000 tons of trade items in your Home Port

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Trade Item Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Import Specialist	You have imported and sold 10,000 tons of trade items in your Home Port
	Lord Importer	You have imported and sold 100,000 tons of trade items in your Home Port
	Export Trader	You have exported and sold 1,000 tons of trade items from your Home Port
	Export Specialist	You have exported and sold 10,000 tons of trade items from your Home Port
	Lord Exporter	You have exported and sold 10,000 tons of trade items from your Home Port
	Coffee Importer	You have imported and sold 20,000 tons of Coffee in your Home Port
	Diamond Importer	You have imported and sold 20,000 carats of Diamonds in your Home Port
	Fur Importer	You have imported and sold 20,000 tons of Fur in your Home Port
	Gold Importer	You have imported and sold 20,000 tons of Gold in your Home Port
	Ivory Importer	You have imported and sold 20,000 tons of Ivory in your Home Port
	Porcelain Importer	You have imported and sold 20,000 tons of Porcelain in your Home Port
	Silk Importer	You have imported and sold 20,000 tons of Silk in your Home Port

Trade Item Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Spices Importer	You have imported and sold 20,000 tons of Spices in your Home Port
	Tea Importer	You have imported and sold 20,000 tons of Tea in your Home Port

FLEET ACHIEVEMENTS

The following Achievements are earned by constructing and maintaining fleets. Again, these Achievements will usually be earned naturally over the course of a successful campaign, without requiring any special effort on your part.

Remember that these Achievements require you to have a certain number of ships in your fleets at the same time. Ships that have been built and subsequently lost to combat or misfortune do not count toward the total number of ships that these Achievements demand.



Note

Each tradeship and warship in your fleets counts toward both the "fleet" and "armada" Achievements.

Fleet Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Moderate Fleet	You have 25 ships in your fleets
	Large Fleet	You have 50 ships in your fleets
	Huge Fleet	You have 100 ships in your fleets
	Trading Armada	You have 50 tradeships in your fleets

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Fleet Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	War Armada	You have 50 warships in your fleets

COMBAT ACHIEVEMENTS

Combat Achievements are earned through the use of force against enemy fleets and ports.

Tactical Achievements

Your prowess in ship-to-ship battle earns you these Achievements. The more aggressive your strategy, the more likely you are to earn all of them. To earn the Privateer Achievement, you must take control of enemy ships with boarding actions, rather than sinking them. Remember, if you want to add a captured ship to your fleet (and have it count toward the total number of ships required for Privateer), you must have four or fewer ships in your fleet at the end of the battle.

Tactical Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Pirate Hunter	You have destroyed 10 pirate ships
	Pirate Killer	You have destroyed 20 pirate ships
	Pirate Slayer	You have destroyed 50 pirate ships
	Lieutenant	You have destroyed 5 ships
	Lieutenant Commander	You have destroyed 10 ships

Tactical Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Commander	You have destroyed 20 ships
	Captain	You have destroyed 40 ships
	Commodore	You have destroyed 75 ships
	Rear Admiral	You have destroyed 100 ships
	Vice Admiral	You have destroyed 120 ships
	Admiral	You have destroyed 150 ships
	Admiral of the Fleet	You have destroyed 200 ships
	Privateer	You have captured 50 enemy ships with boarding actions and added them to your fleets






Port Achievements

These Achievements are earned by conquering and holding ports. Note the difference between Conqueror and Governor General: Conqueror only requires you to conquer 10 foreign ports but says nothing about retaining control of them, while Governor General requires that you hold simultaneous control of 10 foreign ports. Your Home Port does not count toward these totals.

The three pirate ports referred to in Bane of Pirates are Tamataue, Ifaty, and Alhadd. Not only will conquering these three ports earn you the Achievement, it also removes the threat of piracy from the game.

Port Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Conqueror	You have conquered 10 foreign ports
	Governor General	You rule 10 foreign ports at the same time
	Bane of Pirates	You have conquered all three pirate ports

DIPLOMATIC ACHIEVEMENTS

The following Achievements are all earned through your actions in the Diplomacy menu. They are all self-explanatory—simply take the specified diplomatic options over the course of the campaign to earn the Achievements. Refer to the “Diplomacy” section of the Training chapter of this guide for a refresher course in how to use diplomatic techniques effectively.

Diplomatic Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Warmonger	You have declared war on another company through the Diplomacy menu 10 times; having another company declare war on you does not count toward this total
	Deceiver	You have attacked the ships of a company that you are not at war with 10 times
	Divide and Conquer	You have managed to make any company declare war on any other company through a successful negotiation 10 times
	Diplomat	You have negotiated 25 successful deals with other companies
	Peacemaker	You have negotiated 10 successful peace treaties with companies that you are at war with
	Allied	You have formed alliances with 5 different companies over the course of the campaign

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TITLE ACHIEVEMENTS

The following Achievements require you to earn other Achievements and conquer Indian ports. If you are working toward other Achievements, you will accomplish most of these without even trying. And since capturing Indian ports is a campaign goal in many of the campaigns, you should accomplish the remainder of the title Achievements during the course of completing those goals.

Title Achievements

ICON	ACHIEVEMENT	REQUIREMENTS
	Count	You have earned any 5 other Achievements
	Baron	You have earned any 10 other Achievements
	Earl	You have earned any 15 other Achievements
	Governor of India	You have earned any 20 other Achievements and control at least 4 Indian ports
	Lord Governor of India	You have earned any 25 other Achievements and control at least 6 Indian ports

Viewing Your Achievements



To view the Achievements that you have earned so far and see which ones remain, click Current Achievements in the Campaign Status tab of the Game Info menu.

